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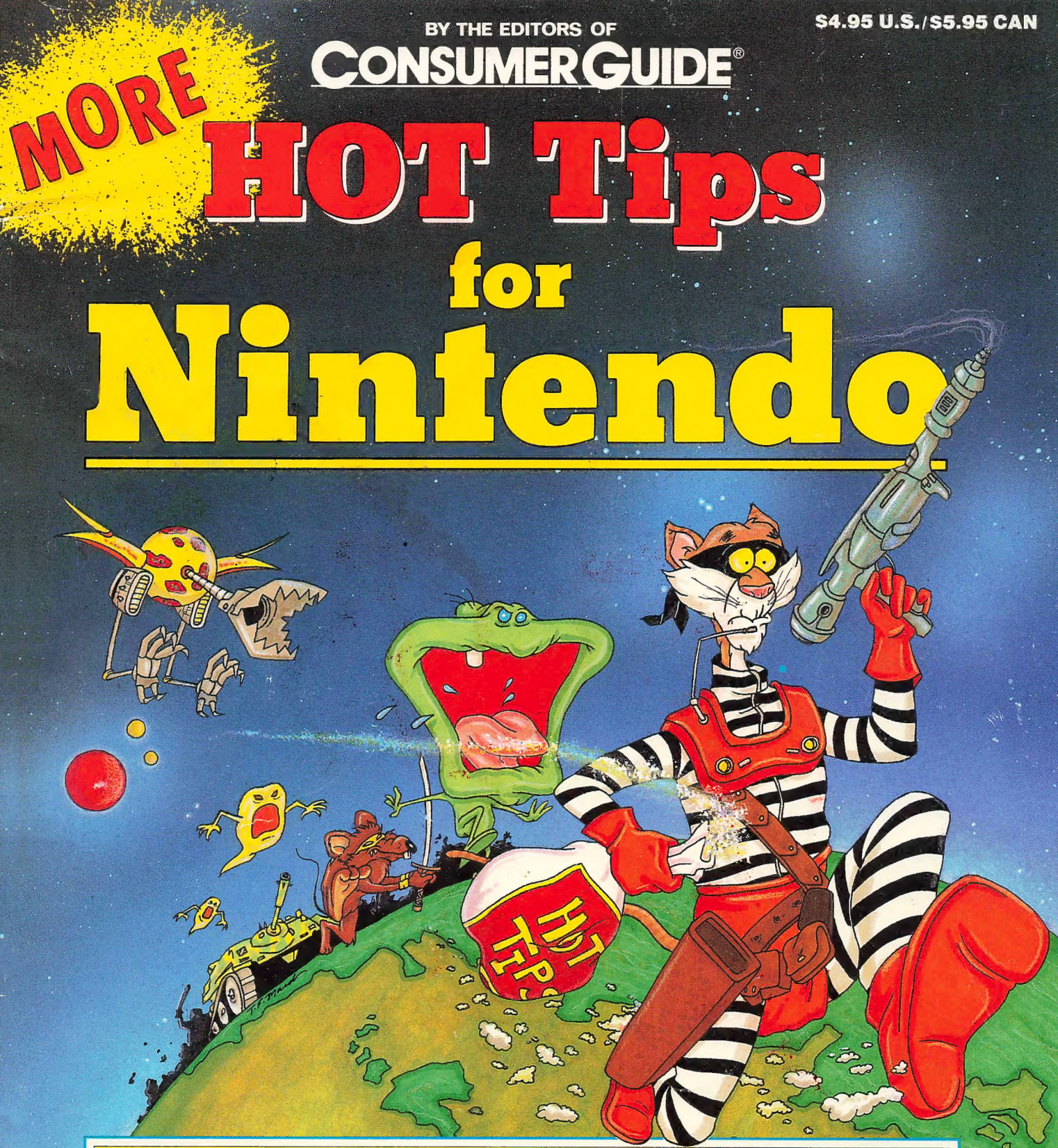
HOT Tips for Nintendo



- TEENAGE MUTANT NINJA TURTLES II: THE ARCADE GAME
- MEGA MAN III
- CASTLEVANIA III: DRACULA'S CURSE
- MANIAC MANSION
- TOTAL RECALL
- BACK TO THE FUTURE PART II & III
- MISSION: IMPOSSIBLE
- TOMBS & TREASURE
- SUPER MARIO BROS. 3
- DISNEY'S CHIP 'N DALE RESCUE RANGERS
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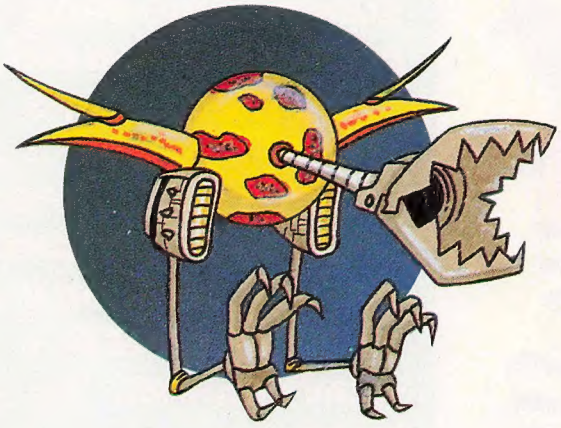

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Introduction

If you play Nintendo, you know that it is a whole lot more than just a game. The paks you insert in your NES or Game Boy have more in common with the volumes of a fun-filled library than with board games or pinball. Nintendo games are graphic adventures that transport you to other worlds and other times. They challenge your mind as well as your speed and dexterity. This publication is packed with exciting playing tips for 18 of the newest game paks and five hot games for the powerful palmful, Game Boy.

In the fantasy section of this Nintendo library, you find the latest video-game appearance of those wonderfully wacky tortoises in **Teenage Mutant Ninja Turtles II: The Arcade Game.** You won't believe the scrapes these guys get into and out of. You also may not believe the wonderful color and amazing graphics. This game pak really lives up to its comic-book heritage.

On the sinister side, there is the return of the dark count in **Castlevania III: Dracula's Curse.** You will know you are cursed from the moment you begin this adventure, but if you survive to the game's end, you will be celebrated throughout the land. An equally bleak modern-day challenge is waiting when you join the Impossible Mission Force in the exciting Nintendo version of the television adventure **Mission: Impossible.** Completely different but just as challenging is the wild and weird world of **Maniac Mansion.** Inside the mansion nothing is what it seems to be, so you need to be constantly curious.

In the classics department, there are advanced playing tips for **Super Mario Bros. 3,** the latest and greatest adventure of everyone's favorite Italian plumbers. If you've been trying to make it through the final stages of this incredibly complex game, you'll find the information you need to speed your way the Castle of Koopa.

Other classics are the two new dungeons, dragons, serpents, and spells adventures: **Dragon Warrior II** and **Swords and Serpents.** A swift sword and incredible courage are essential, but you must also know magic and mapmaking to win.

In the cinema section, you'll find two blockbuster movies translated into challenging games: **Total Recall,** in which you join Arnold Schwarzenegger's worst nightmare, and **Back to the Future Part II & III,** in which you fly along with Marty McFly in a timeless adventure. The cartoon chipmunks Chip and Dale also star in a new game that certainly isn't just for kids: **Disney's Chip 'N Dale Rescue Rangers.**

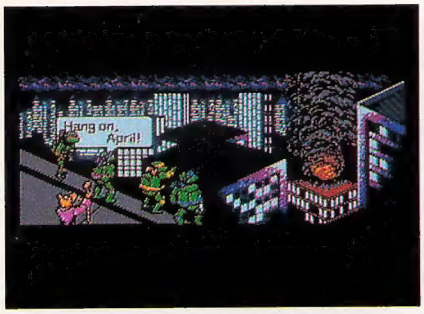
The archeology department features **Tombs & Treasure,** a dangerous expedition into the curious world of the Mexican pyramids. There is also a game that brings to life a comic strip that first appeared in 1905. In **Little Nemo the Dream Master** your only weapon is a bag of candy, and the adventure that unfolds through the game's beautiful graphics is never scary but always demanding.

Mega Man III takes you far into the future, where robot battles robot and world peace hangs in the balance. **Caveman Games** returns you to the distant past, where caveperson battles caveperson in a series of athletic events that are as silly as they are challenging. Speaking of sports, **Skate or Die 2: The Search for Double Trouble** is the most advanced video skateboard contest you've ever played.

In the field of military history, game paks take you into the streets and onto the asteroids. The epic battles **Heavy Barrel, Narc,** and **Xexyz** pit a single hero against a horde of well-armed enemies.

For Game Boy fun, there's **Teenage Mutant Ninja Turtles: Fall of the Foot Clan, Gargoyle's Quest, Lock n' Chase, Quarth,** and **Wizards & Warriors X: Fortress of Fear.**

TEENAGE MUTANT NINJA TURTLES II: THE ARCADE GAME

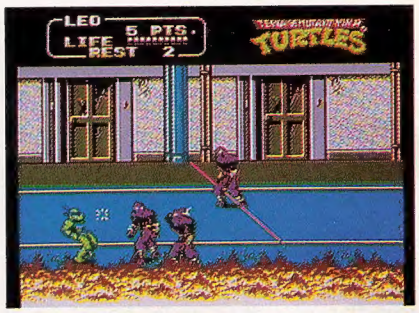


The building where April O'Neil is held captive is rocked by an explosion and fire. The Heroes in a Halfshell must save her quickly.

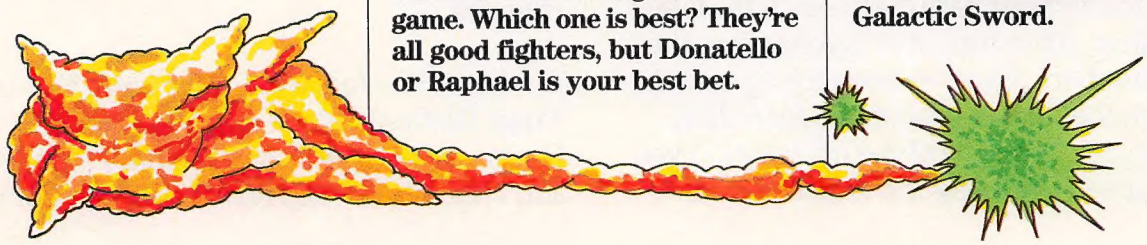
Hot Tip: The enemy crew consists of basic Foot Soldiers (the main contingent hides out in Stage 4), Roadkill Rodney (a wicked unicycle soldier), Frosty the Hit Man (don't let the carrot nose fool you, he is loaded with heat-seeking missiles), Vincent Van Growl (a mechanized tiger), and Mousers (they'll bite off a lot more than they can chew).

Here are the Turtles: Leonardo is the top tortoise and master of the spinning Katana blade, Raphael wields the dual Sai daggers, Michaelangelo knocks heads with Nunchuckus, and Donatello is the brains of the crew and none too shabby with the Bo stick. You can select just one of the Turtles to play in the game.

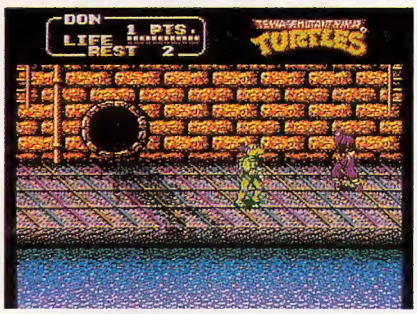
Hot Tip: Unlike the original Teenage Mutant Ninja Turtles game, you cannot change Turtles in midstream. This time you have to choose a Turtle that you can live with through the whole game. Which one is best? They're all good fighters, but Donatello or Raphael is your best bet.



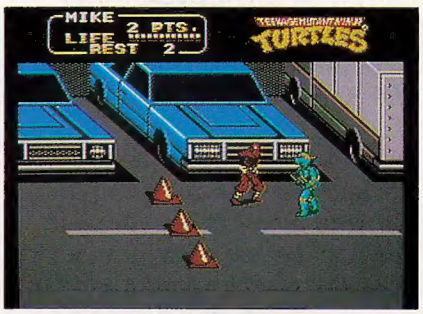
The action in this game is nonstop. It opens with a march from left to right, changing midway to a top-to-bottom scroll. There are 10 stages: eight arcade challenges and two additional bounty hunter levels. Each stage is more difficult than the one before and includes its own wicked enemy boss. One bounty hunters is Iota, who is a 10-foot-tall blizzard beast from the ice planet Iraglodoon. He is not shy about using his nasty claws in battle. The other bounty hunter is Shogun, who is from Sector Six in the Dead Star Zone. He is a mastermind of the Ultimate Galactic Sword.



It looked as though the Teenage Mutant Ninja Turtles had made mincemeat out of Shredder when they tossed him into the metal grinder of a garbage truck. But no! Shredder's titanium battle helmet saved his warped mind to fight again. Now, Shredder has hired a new crew of Foot Soldiers, and they once again take to the streets of New York to battle against Leo, Mike, Raph, and Don. The worst bad guys in Shredder's vile army are Iota and Shogun. They're a pair of intergalactic bounty hunters that Shredder has imported with his translocation Matrix Beam. Because these evil dudes have once again abducted lovely April O'Neil, it's Turtles to the rescue.

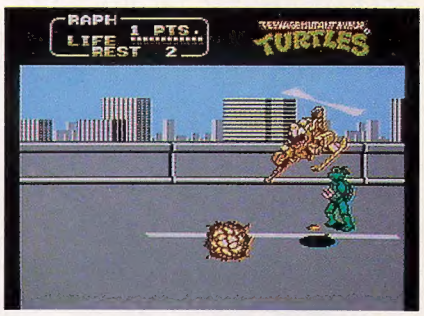


Only a Mutant Turtle enjoys spending time in the sewer. In this game you also visit April's midtown loft, Times Square, the SoHo sewer, snowy Central Park, Vinnie's Valet Parking Garage, Madison Square Avenue, the Rock-a-Fella Expressway, Rock Quarry Factory, the House of Shogun, and the Technodrome.

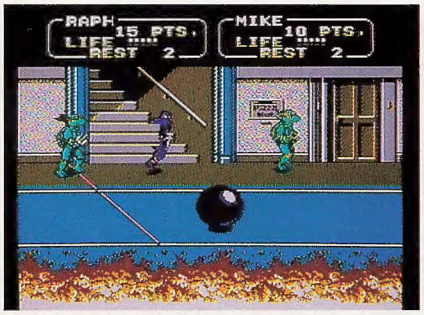


Raphael prepares for battle in the parking garage. You can adjust the angle and direction of a flying jump kick while your Turtle is in midair by using the "Left" or "Right" arrow key.

Hot Tip: Ninja arts clear Stage 2 of most Foot Clan fighters. When you get to Bebop at the end of the stage, use jump kicks.

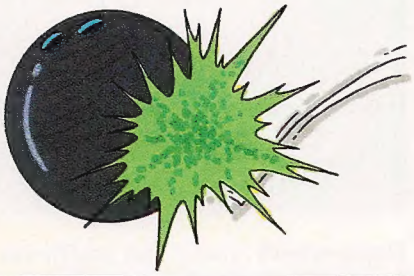


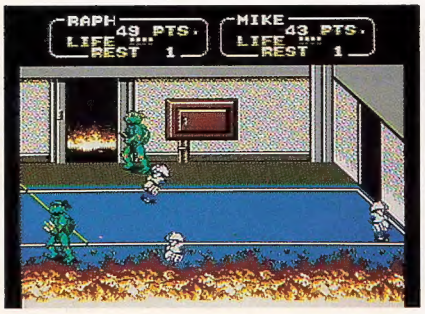
Don't worry about the traffic on Rock-a-Fella Expressway: The real threat comes at you from above. The Blackhawk helicopter carries a .50-caliber cannon. Later in the game, you meet another flying foe, the Tubular Transport. Shaped like a mechanical mosquito, it stings Turtles with a laser gun.



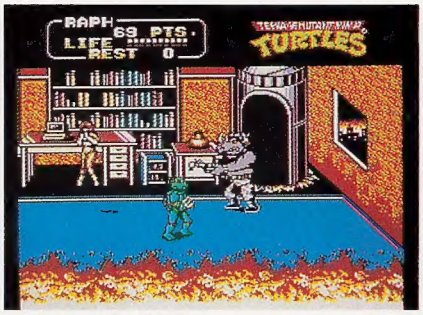
Getting past a bouncing bowling ball is a matter of timing. Wait until the second ball is past before you jump, but don't wait too long because more balls will soon follow.

Hot Tip: Get a friend to play this game with you. It is a lot easier to get to the end when you have another Turtle fighting alongside you. It may be the only way to win.





The Mousers guard the door to the library at the end of Stage 1. These guys are nasty. They have pinching pincers and lethal lasers. But sneak up from behind and they're toast.

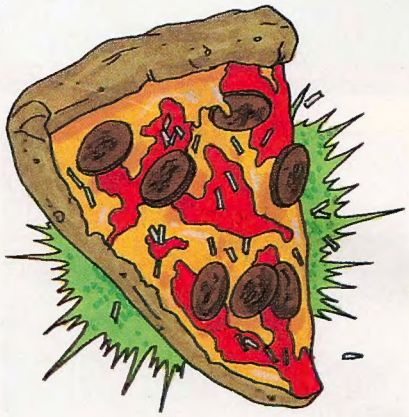


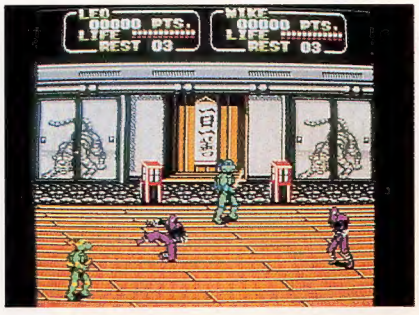
When you enter the library, you find April, who is ready to waltz out the door with you. But wait! What's that sound? It's Rocksteady, burrowing up from underground. Suddenly the door flies open, and he storms in ready to rumble. Rocksteady is only a prelude to monsters to come. Some of the dark stars of the next stages are Bebop, Baxter Stockman, Tora, Granitor the Stone Warrior, Shogun, Krang, and Shredder.

Hot Tip: Don't try to beat Rocksteady by walking up to him and introducing yourself; you'll do better with jump kicks or sneak attacks from the rear.

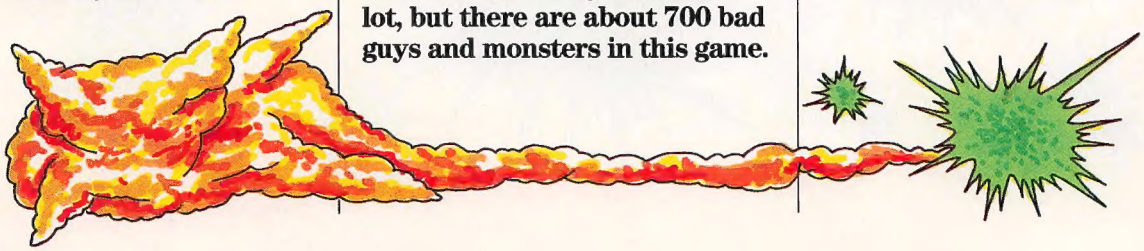
Don't pass by that slice of pizza without grabbing it. Pizza restores some of your life points. You also can pick up an extra life each time you destroy 200 enemies. That may seem like a lot, but there are about 700 bad guys and monsters in this game.

Don't let your stomach get to your head when you pass a Pizza Hut sign. If you linger too long, the sign comes crashing down on your head, with an enemy behind it.





This is the House of Shogun, the first of the two bounty hunters. Keep on your toes and be ready to jump and kick.



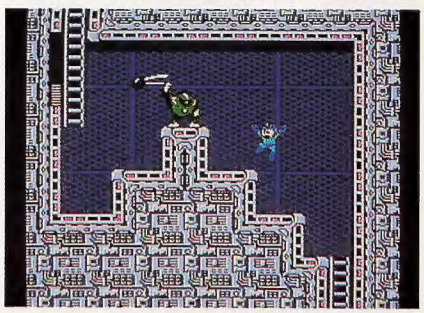
MEGA MAN III

Dr. Wily has already been stomped twice by Mega Man, but he still hasn't learned his lesson. In the newest Mega Man adventure, Wily pretends to help Mega's creator, Dr. Light, in his quest to build a powerful peace-keeping robot. The energy components needed to complete the new robot have been scattered in eight worlds, each of which is defended by a nasty robotic work force.

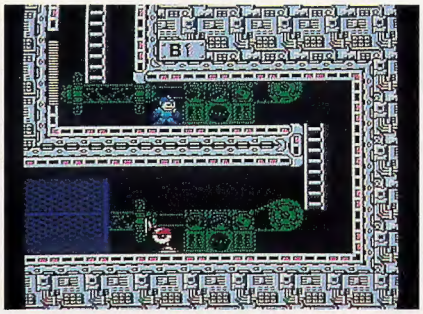
Mega Man sets out to conquer these worlds and eventually battles Dr. Wily in Skull Castle. (*Mega Man III* includes 21 levels of play in its three megabyte cartridge.) This time Mega Man is accompanied by his loyal new dog, Rush. The cute pooch transforms on command into three unusual vehicles: a jet-powered springboard, a submarine, and a highly maneuverable aircraft.

Here are the eight new super robot enemies Mega Man must defeat: Magnet Man flies overhead, carrying a powerful magnet with which he tries to attract (and destroy) our hero. Spark Man is a floating electrical outlet; he tries to shock you with great balls of electrical plasma. Top Man gets his name from his favorite toy. You know you are in trouble when he throws his tops into the sky, where they hover briefly and then fall on your head. Snake Man manifests himself in a variety of reptilian shapes. Gemini Man rules over a strange galaxy of planets and creatures. Hard Man is protected on his mountaintop. Shadow Man likes to work in the dark, and Needle Man is a pain.

Hot Tip: **When you defeat a boss, you walk away with one of his special powers that you can take with you to the next level. Remember that you can go through the levels of the game in any order you choose, so set a plan of attack that gives you the most powerful weapons when you need them.**

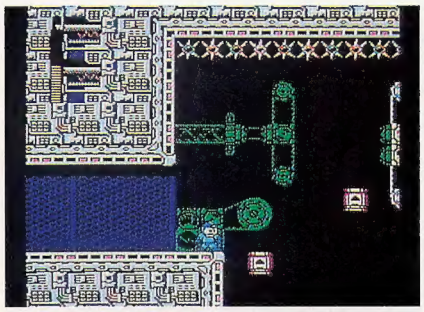


It's all in the timing as you battle against Spark Man. Jump and fire when he is not swinging his sling at you. Drop down between throws.

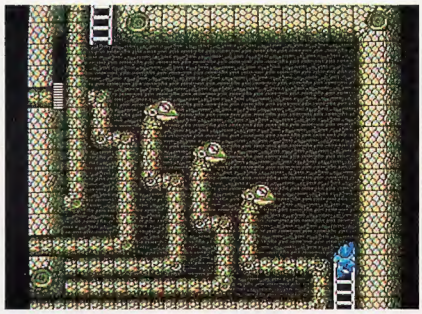


Spark Man's troops patrol a world of ladders and machinery. Wait until this guy comes down to your level before trying to fight him; he's impossible to kill on the ladder.

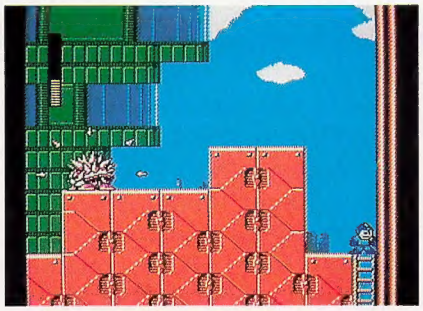
Hot Tip: *Mega Man* and *Mega Man II* pros need to master an important new trick for this game: the Mega Man slide. To scoot and slide in the direction Mega Man is facing, press the "Down" arrow and the "A" button at the same time. The slide is fun, and it is also the only way to get through some very low places.



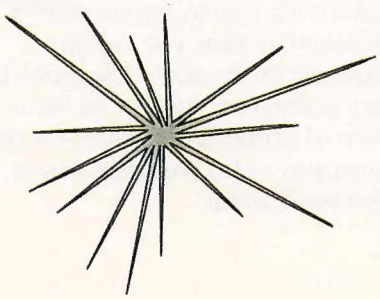
At the end of the path in Spark Man's world, you have to hitch a ride on these nicely placed little blocks. But don't be too casual here: When you land on one of the blocks, it heads to the ceiling. If you don't jump off before it reaches the top, you will soon get the point.

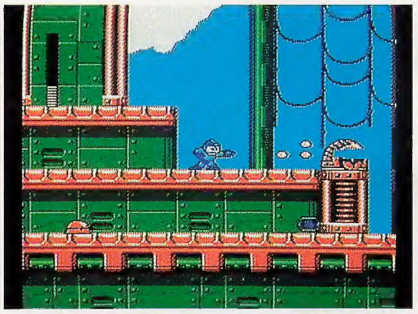


In Snake Man's world, you have to be especially careful at the tops of ladders. Here are three heads poised to strike. The solution is to pop up and shoot; then drop down onto the ladder and out of the way. The opening scene of Snake Man's world is set along the scaly body of a huge mechanical snake that keeps jumping up and spitting out projectiles. Try to shoot off its head before it spits at you.

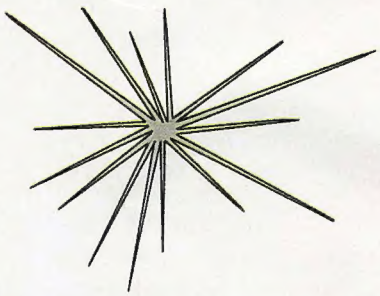


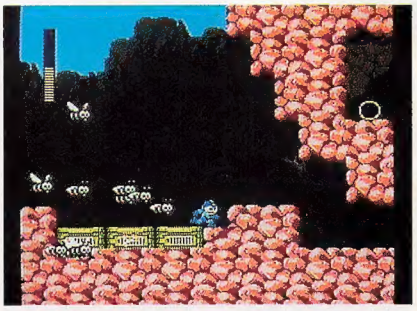
It's nearly impossible to kill Needle Man when he turns into a rolling ball. Shoot him when he is in his spiky stage or jump over and beyond him.





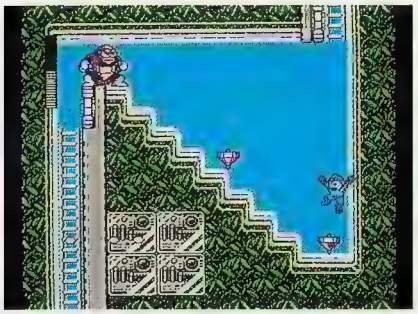
In this part of Needle Man's world, there are many levels in the shiplike structure. To get to the blue capsule on the lower level, go back to the left, and then drop down a level. Return to the right to collect the goody. You have to go back out the way you came in.



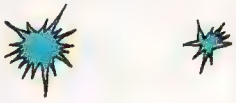


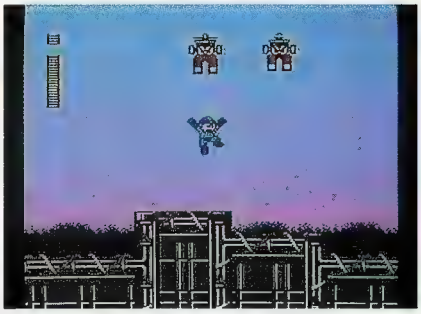
Hard Man lives in a world of mountains and valleys, with dangerous buzzing bees overhead and leaping leapers down below in the caves. This is not the best place to start your adventure. You will need to find a way to fly before you come here.

Hot Tip: Get past the bees at the start of the level and go to the cave where you find a recharge for your energy level.

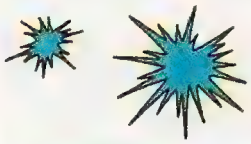


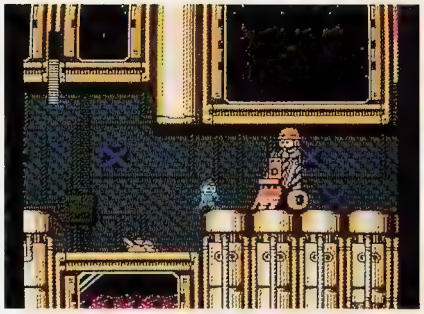
Here's how Top Man earned his name. You enter this room from a ladder at the upper right corner of the screen and have to get past Top Man to the ladder at the bottom left. His weapons may look like toys, but they aren't. Jump and shoot, then duck.



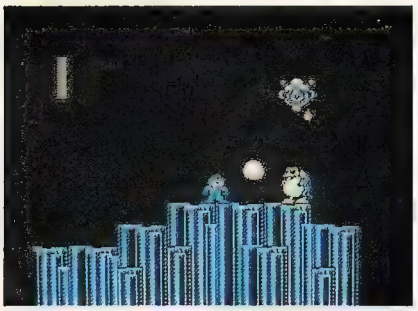


Magnet Man floats down from the sky and latches onto Mega Man anytime he can. You have to resist his magnetic force field. Try turning and firing each time he pauses for a recharge.



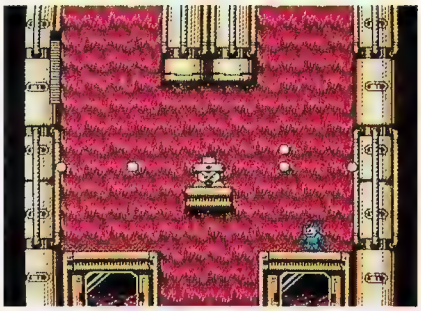


In Shadow Man's lair, this robotic machine tries to push you over the edge. Shooting out the bulldozer's lights is a difficult task. You may be forced to sacrifice some of your life force and just plow right through it while you are temporarily invincible. You can use this strategy throughout the game.



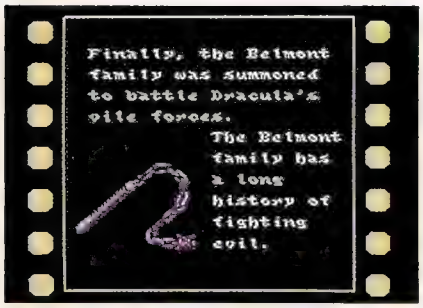
Gemini Man rules over a moon that floats among several planets with Saturn-like rings. Beneath the surface of the planet, you find caves stocked with strange fish and dragonflies.

Hot Tip: When you take on Gemini Man, call your dog, Rush, and hop on board the jet platform. Fly as high as you can go, and you'll be out of the range of the enemy.



You see red whenever Shadow Man appears on the scene. He is silhouetted here against a frightening waterfall. This level includes several unexpected blackouts, during which you can't see but you can be seen.

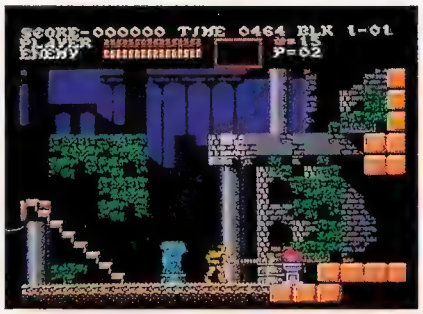
CASTLEVANIA III: DRACULA'S CURSE


Finally, the Belmont family was summoned to battle Dracula's vile forces.
The Belmont family has a long history of fighting evil.

This horror story starts with a short home movie that tells the tale of Dracula's Curse. You are transported back 100 years before the birth of Simon Belmont, the hero of the second Castlevania challenge. Trevor Belmont is Simon's forefather.

Hot Tip: You can adjust the sound effects at the beginning of the game. During the title screen, press the "A" and "B" buttons and the "Start" button at the same time. Then use the "Up" or "Down" arrow to move through the musical selections; press "B" for a sample. Use the "Start" button to return to the title screen.

Here in Warakiya, at the base of the Morbid Mountains, there is a deceptive air of tranquility. All the residents have run away. From the hills Count Dracula rules the village with his army of evil creatures, including Bad Bats, Skeleton Dragons, snapping Pillars of Bones, and Drac's good buddy Frankenstein.

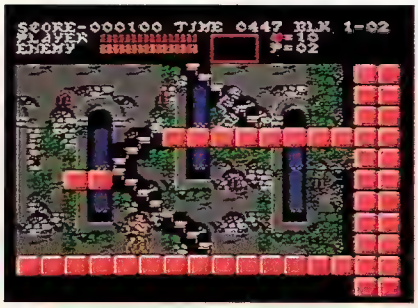


When you snap your whip at candles or lanterns, they often disappear, revealing hidden special items. This Big Heart adds to your life. Later in the game, you also encounter three partner spirits: Alucard, Grant DaNasty, and Sypha Belnades.

Alucard is the son of Count Dracula himself, but he and his dad don't get along very well. He lives in underground tunnels and has learned to turn himself into a bat. Grant DaNasty is the ghost of a pirate captain who captured Dracula. He starts out as a bad guy, who attacks you from the Clock Tower of Untimely Death. If you defeat him, his spirit joins your side of the battle. DaNasty can stick to walls and ceilings like a fly. Sypha Belnades is the Mystic Warlord of Warakiya and has powerful magic.

Hot Tip: Spirits materialize after you defeat the Ultimate Evil at the end of each Terror Level. You see the name of the available spirit on your message screen. You may have only one partner spirit at a time. If you like the one you've already got, don't accept the new partner and continue the game.

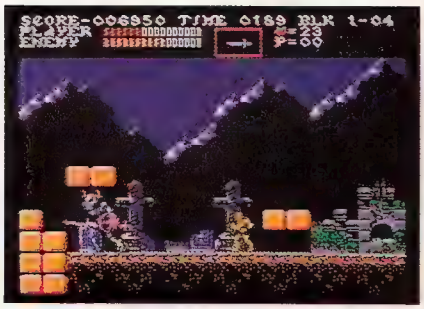
Count Dracula is back. In this latest incarnation, you encounter the master of the undead in the fifteenth century, when he again rules over Castlevania. In this thrilling and visually stunning adventure, there are 17 levels of terror. The quest for Drac is led by Trevor Belmont. The Poltergeist King has given Trevor several special weapons, including the Mystic Whip and the Battle Axe. As he goes along, he collects many other special items, but his most powerful special effect is the ability to split himself into one of three partner spirits.



Work your way up and down the stairs and across the barriers. Use the "A" button to jump and the "B" button to attack. When you have collected a Warakiya War Item and it is displayed in the red window at the top center of the screen, you can use it by pressing the "Up" arrow and the "B" button at the same time.

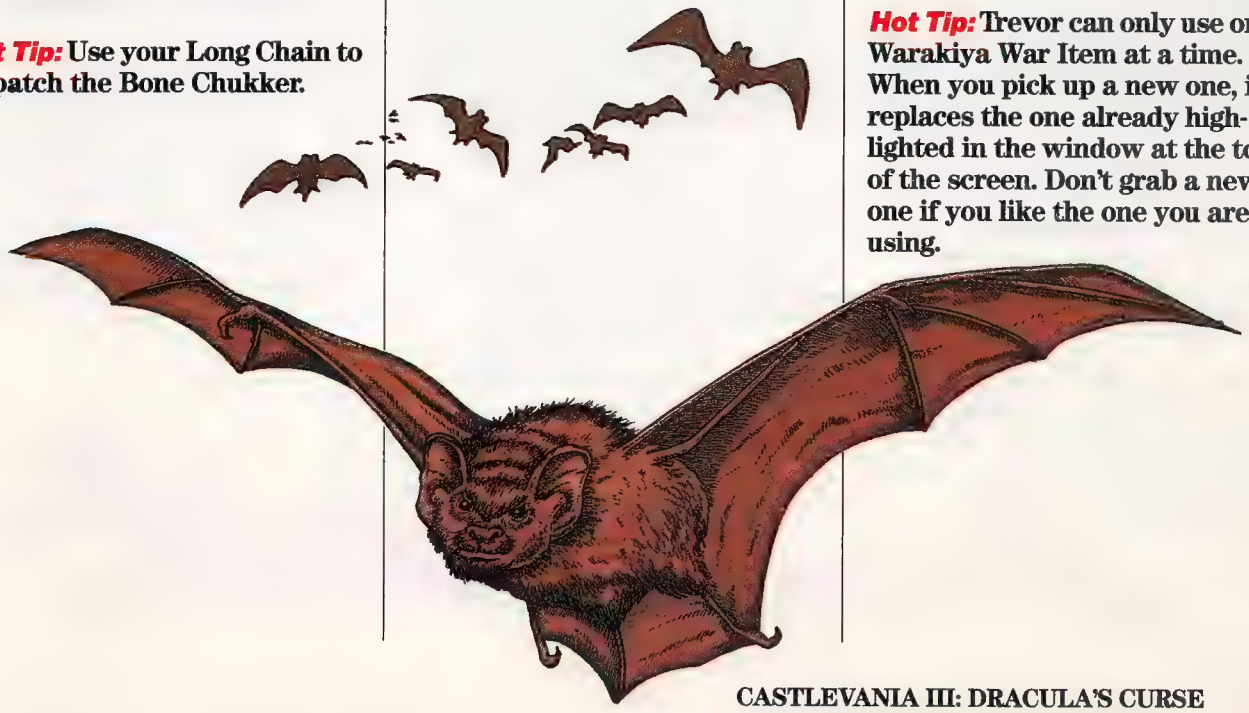
Hot Tip: Use your Long Chain to dispatch the Bone Chukker.

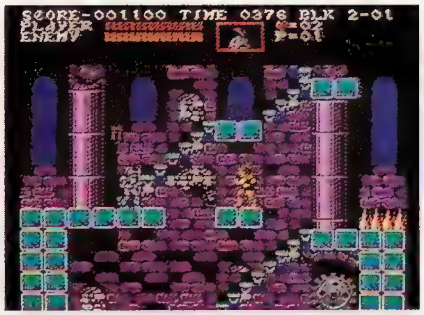
This church is home to a flock of Dracula's bats. These pesky creatures can get lost in the gloom, which makes them hard to see against the stained-glass windows. Keep your whip ready and swat them whenever they swoop down on you.



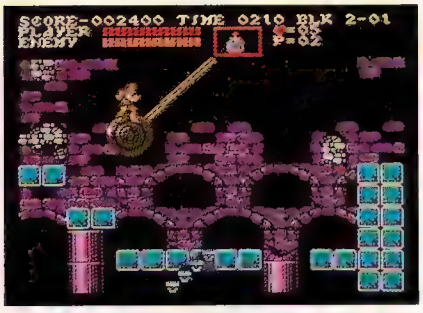
In the graveyard you encounter the Skull Knight. Your Warakiya Dagger flies straight and fast but is not very powerful. Since the dagger is most useful when you are close to your enemy, jump on the platform to the left and wait for the knight to come after you.

Hot Tip: Trevor can only use one Warakiya War Item at a time. When you pick up a new one, it replaces the one already highlighted in the window at the top of the screen. Don't grab a new one if you like the one you are using.



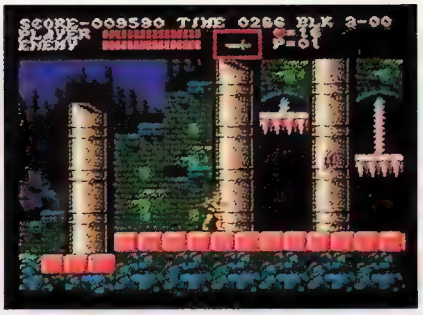


The Pocket Watch is hidden in the wall on the bottom left of this screen. It stops all your enemies for a short period of time, but every time you use this valuable tool, it uses five Hearts. Other special items include Double Trouble (II) that allows Trevor or Grant to use a Warakiya item twice in a row and Triple Threat (III) that lets you use them three times. There also is an Invisibility Potion, which makes you impossible to see or injure, and the Rosary Cross, which destroys all the enemies on the screen at once.



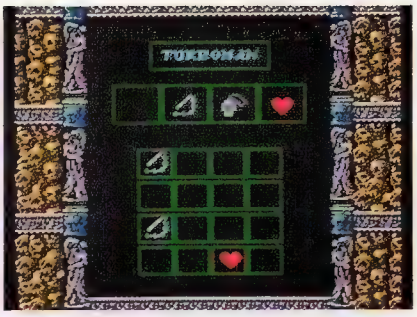
The swinging pendulums in the Clock Tower speed you from one column to another. To hitch a ride, wait until a pendulum is close to you, jump on, swing out, and jump off again.

Hot Tip: There is a supply of Sacred Water in the window. If you toss it at an enemy, the water bursts into flame when it hits the ground.



In the Forest of Darkness, Monster Mashers may trap you with their dreadful spikes. To escape with your life, jump on top of the mashers when they are low to the ground. Then make your way across their upper surfaces, collecting items in the candles as you go.

In the Dire Mire Marsh, MadFrogs jump out of the swamp at you. You can attempt to evade them by jumping and whipping, but the motion of the frogs is so random that this strategy won't always protect you. If a frog prevents you from jumping out of the quicksand, you will be a goner.

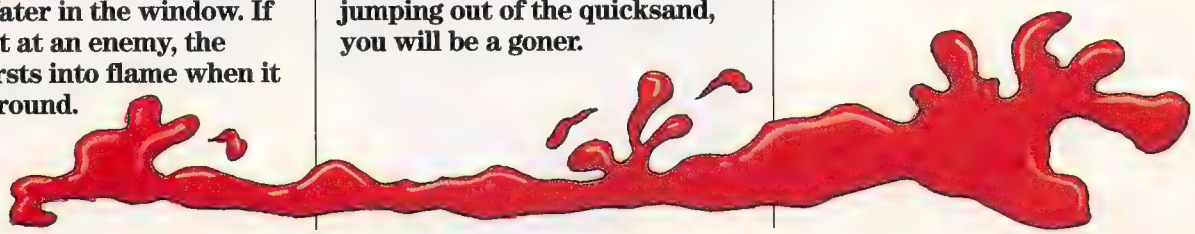


The password system for *Castlevania III* uses symbols instead of characters. This makes it easier to avoid mistakes when you write down codes or reenter them.

Hot Tip: Draw a four-by-four-square grid on a piece of paper, and put hearts, whips, and crosses in the appropriate squares. Also record the name you have entered, since it is part of the password.

Special Tip: The Snake Man in the Haunted Ship of Fools is more than a match for most attackers. But Grant's ability to cling to the ceiling gives him a safe approach.

Special Tip: Keep on your toes when you enter Curse Castle: Tower of Terror. This high-rise horror house includes a strange jolting scroll pattern that is very difficult to predict. The Axe Knights on the stairway appear from nowhere. Getting past the Pillar of Bones also is difficult, but escape is easier if you study its timing. It spits out three fireballs and then pauses; run in close and use your whip between its attacks.



MANIAC MANSION

This nuclear-powered mansion is a weird place to visit but only a family of weirdos would want to live there. Unfortunately, Dr. Fred has captured Dave's girlfriend Sandy, so you, Dave, and your friends can't help getting involved in trying to rescue her. The kids you choose to take with you on your quest and the actions you take within the mansion change the story each time you play. *Maniac Mansion* is a do-it-yourself sci-fi/horror movie. This game has it all: a great story line, plenty of action, weird aliens, danger, complex graphics, way-cool heroes, and endless variations.

Dave picks his posse from this motley crew: Bernard, an ace at electronics; Razor, the leader of the band Razor and the Scummettes; Syd, an aspiring musician; Wendy, a novice novelist; Jeff, a beach bum; and Michael, the photographer for the college newspaper. Each kid has different skills, and you can win with any combination of friends helping you.

Hot Tip: **Jeff can fix phones, and Michael knows his way around a darkroom.**

You're off to rescue Sandy. On this command screen, you select the kid you want to use. Then head left toward the mansion. You communicate with the game by constructing sentences from the available verbs and nouns. The three most common verbs, *get, open,* and *use,* are immediately available by pressing the "Select" button. To select a noun, move the cursor over an object in the Animation Window and press the "A" button. You also can select an item from your inventory.

The front door is locked, but what did you expect. Where do you think the key is hidden? Under the doormat. Enter: "Go to doormat," and then "Push doormat" to reveal the key. You then want to "get" and "use" the key in the front door.

Hot Tip: **Split up the members of your team. Don't bring them all into the mansion at the same time. Leave at least one kid outside for rescue missions.**

Just inside the front door in the hallway, you find a staircase and two closed doors. They won't open. You have to find a hidden lever. Go to the right-hand gargoyle, and "Push gargoyle." The door opens, but by the time you get close enough to go through the door, it slides shut.

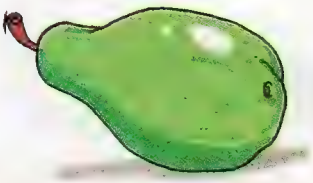
Hot Tip: To get through this door, position one kid at the doorway and push the gargoyle with another kid. While the door is open, the first kid can slip through.

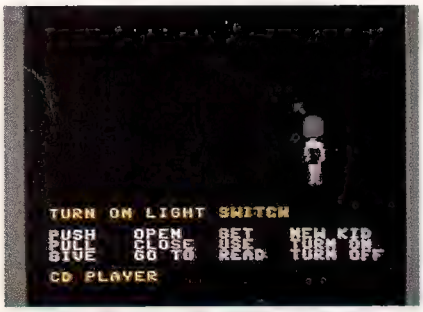
With the light on, you can see what you are doing. Go past the reactor to the furnace on the left. There is a silver key hidden near the fuse box.

Hot Tip: Before you enter an area where you think you stand a good chance of losing your character's life, always go to the Save Screen and enter your status into memory. If worst comes to worst, you can always return to the same spot and try again.

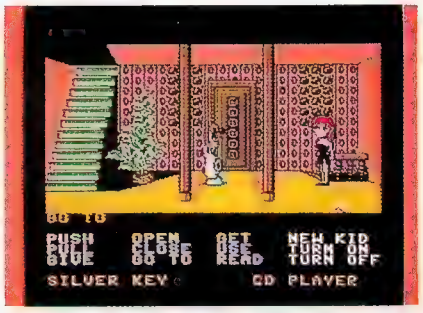
A yummy bowl of wax fruit is just the snack for an alien Green Tentacle. You can find the fruit in the Art Room, which is behind the door to the left of the steel security door.

Hot Tip: Look up! You may find something, such as a key, in one of the light fixtures in the mansion.

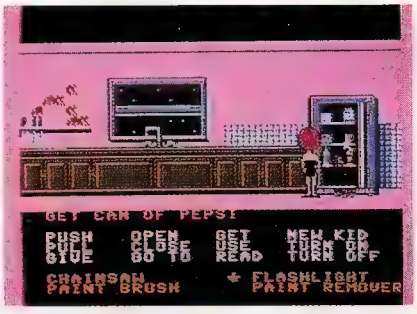




When you get through the door, you find black nothingness. Use your arrow keys to move the cursor around until you see an appropriate message at the top of the screen. When you find the light switch, tell the computer to "Turn on light switch." Be careful! You don't want to turn on the nuclear reactor that is also in the room.

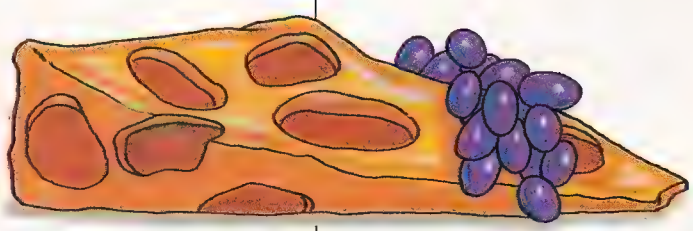


Upstairs on the third level, you meet Green Tentacle. It is hungry and says, "Feed me and you can pass." All you have to do is to find the proper food.

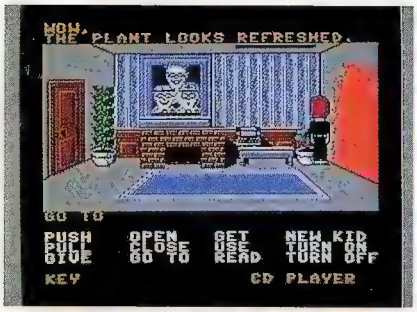


Down in the kitchen, you should load up on Pepsi and cheese.

Hot Tip: Cheese and Pepsi are Weird Ed's favorite foods. They are sure to come in handy.

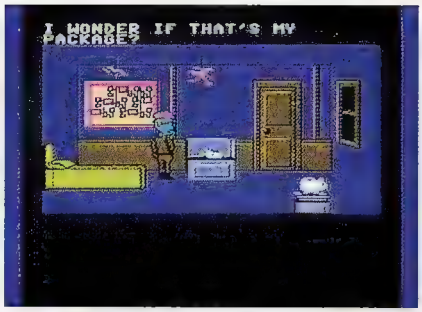


A secret release mechanism behind a loose brick gets you out of the dungeon. Use the arrow keys to move the cursor until you find it. Unfortunately, you've got the same problem here that you faced with the gargoyle. The trick once again is to station one kid near the door and push the brick with another kid. Quickly change players to the guy at the door and "Go to door." Get through quickly before it closes. It may take you a few tries to get the timing. When you get out of the dungeon, you are in the basement near the fuse boxes.



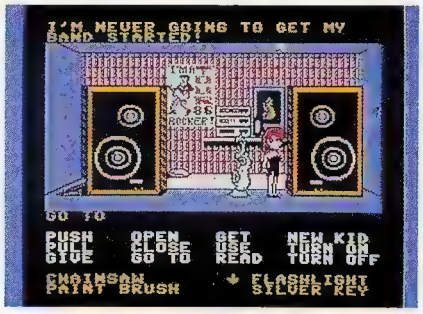
Give the plant radioactive water. It will grow to like you. As long as you are in the den, try using paint remover on the blotch on the right wall. A door appears.

Hot Tip: There is a hatch in the ceiling of the den if you can find a way to climb up there.

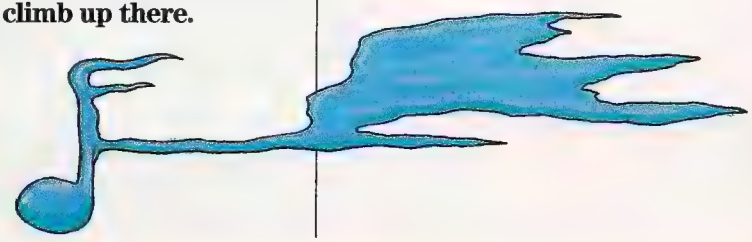


Weird Ed hears the doorbell ring, and hoping that his package has been delivered, he heads downstairs to the front door. Now is your chance to explore his room.

Hot Tip: If you want Ed to help you, get the package first and give it to him.


I'M NEVER GOING TO GET MY BAND STARTED!
GO TO
PUSH PULL GIVE
OPEN CLOSE GO TO
GET USE READ
NEW KID TURN ON TURN OFF
CHAINSAW PAINT BRUSH
FLASHLIGHT SILVER KEY

Your new buddy, the Green Tentacle, dreams of becoming an interspecies rock star. If you help him make his dream come true, he will help you. In the library there is a cassette hidden behind a panel. Razor can play the piano and record a hot tape. Then all you have to do is trade Razor's tape for the alien's demo tape and send it to a television station.



The Maniac Mansion has its own video arcade room. But the games won't work. Check to see if they are plugged in, and look around for some loose change.

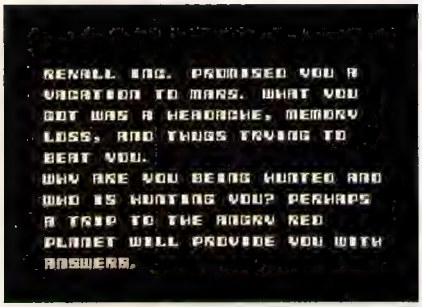
Hot Tip: The combination that unlocks Dr. Fred's lab is in the top scores of the game Meteor Mess.

The swimming pool looks a little weird. It has a strange blue glow. Maybe they store leftover nuclear power rods here. Don't go near the water. If you want to get the things from the bottom, drain the pool. There is a room underneath with the valve to drain it. A glowing key and a radio are in the pool.

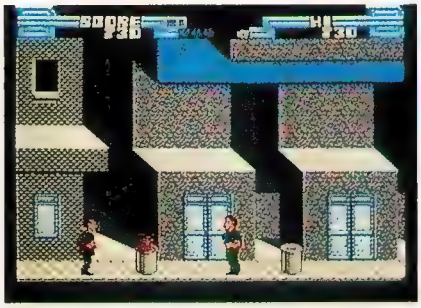
Hot Tip: As long as you are under the pool, turn off the electricity and fix the wires. Now you will be able to play Meteor Mess in the video arcade room.

Special Tip: The tools in the abandoned Edsel in the garage are useful for fixing phones or repairing electrical wiring. When you finally get the Meteor, put it in the trunk send it into orbit.

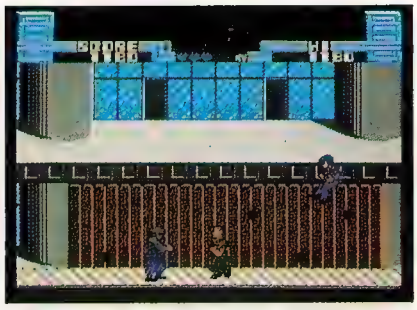
TOTAL RECALL


RECALL INC. PROMISED YOU A
VACATION TO MARS. WHAT YOU
GOT WAS A HEADACHE, MEMORY
LOSS, AND THUGS TRYING TO
BEAT YOU.
WHY ARE YOU BEING HUNTED AND
WHO IS HUNTING YOU? PERHAPS
A TRIP TO THE ANGRY RED
PLANET WILL PROVIDE YOU WITH
ANSWERS.

You have a tiny advantage over the hero, Quaid, who has no memory. The introduction to the game fills in some of the picture. The story line of this game is based on a successful movie that stars Arnold Schwarzenegger, and he makes cameo appearances at the beginning and end of the game.

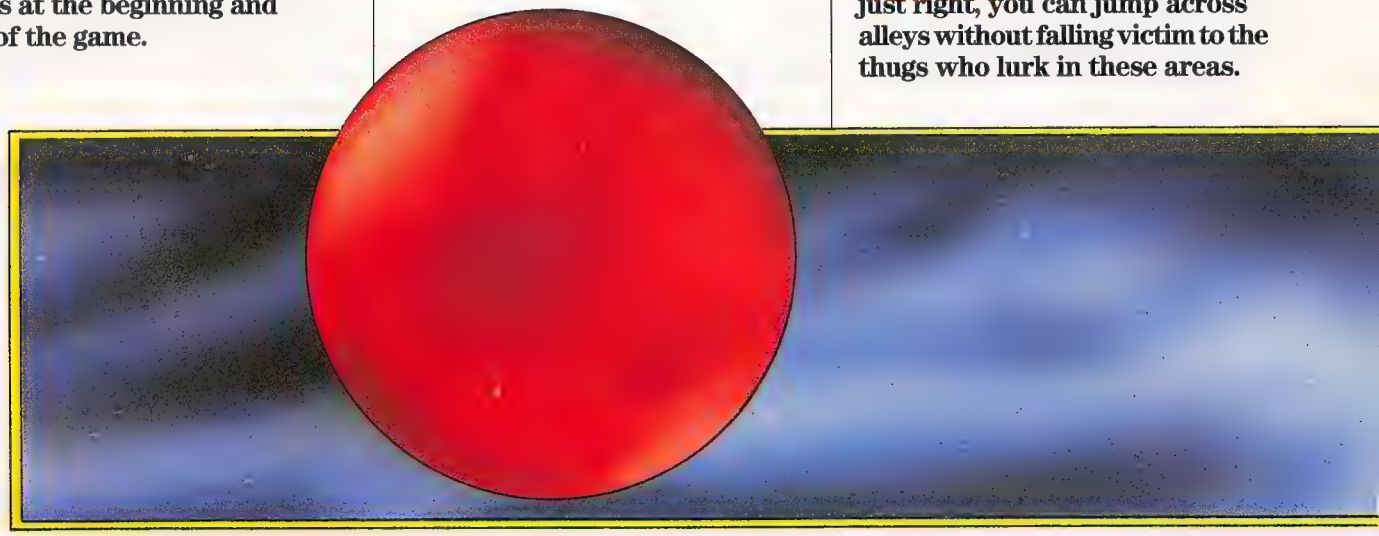


Watch out for enemies who pop out of closed trash cans. Crouch down to avoid their fire and vault over them when you can. Be careful! Many of them turn around and fire at your back after you have passed.



You have to go by many upper rooms the first time you come to them. Find the next opportunity to climb or jump up a level and then cross back to the areas you saw earlier.

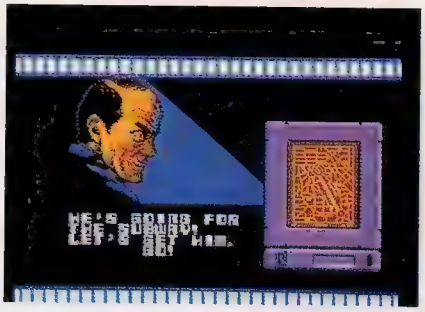
Hot Tip: If you get the timing just right, you can jump across alleys without falling victim to the thugs who lurk in these areas.



What a deal! Instead of spending a lot of money and devoting precious time to going on a vacation in the future year 2075, you can purchase the memory of the vacation. Quaid falls for this pitch, but something goes wrong when the memory implant is made. There is something in his brain that blocks his true identity and history. Quaid sets out to find the meaning of his life and quickly discovers that nearly everyone seems to be shooting at him. If he can make his way through the streets safely, he will be offered a chance to go to Mars, where the answers to his questions may lie.

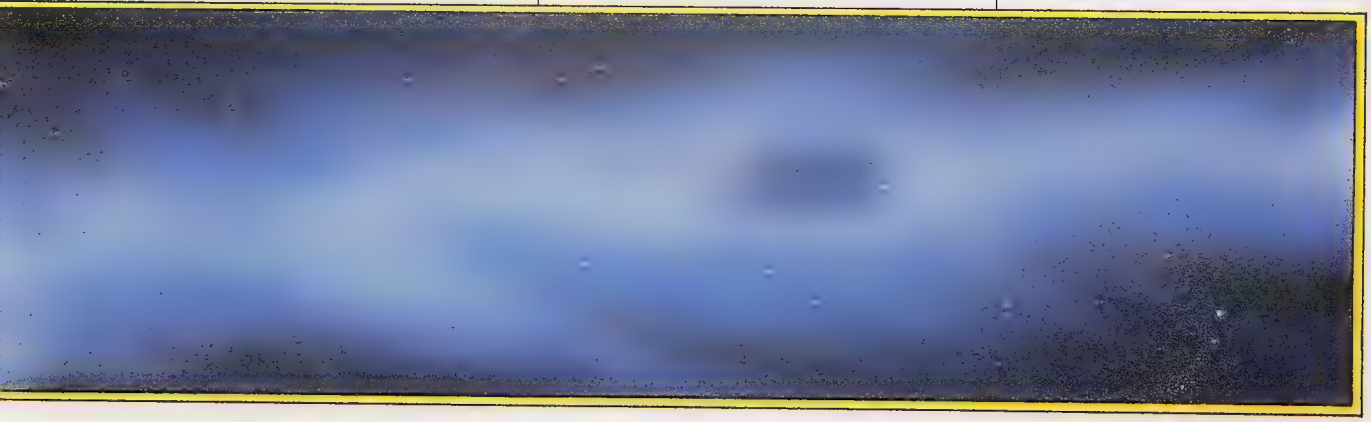
Cinema III is one of the first big buildings you come to. Watching a movie may seem like the last thing you would want to spend time doing, and this movie is especially boring. It's a continuous showing of the credits for the creators of the game and its music. But if you watch it all the way through once, you receive an extra heart on your life gauge.

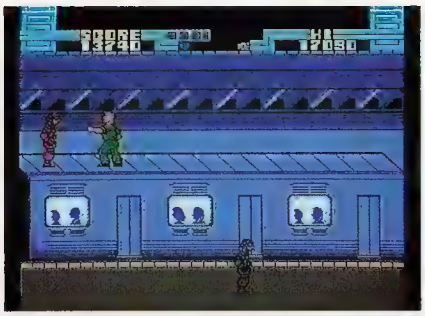
It's real close quarters inside this conference room. While you watch a television image on the screen at the rear of the room, a female enemy sprays the area with machine-gun fire and then bursts in for hand-to-hand combat. Stay low and out of the way of the bullets and then take her on.



Your archenemy and (almost) indestructible foe is Richter, who follows your every move. Here you've been spotted heading for the subway.

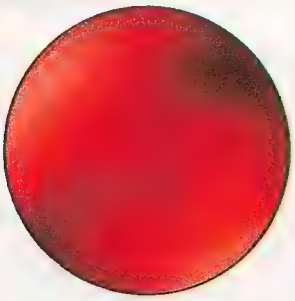
Hot Tip: **Stay away from Richter at any cost. Get around him and go after his boss, Cohaagen, at the end of the game.**

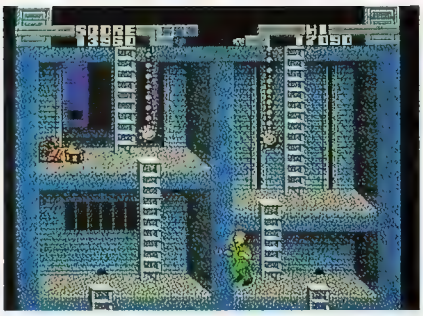




You battle the enemy on the platform and on the train itself.

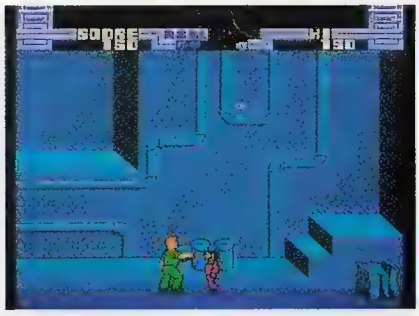
Hot Tip: When you get to Mars, you will find that it is a wide-open place, where there are continual battles over the control of the turbinium ore found there.



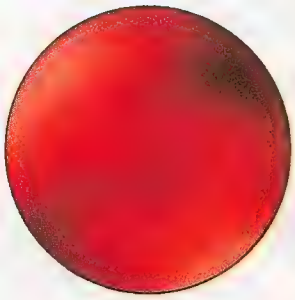


Even far into the future, you find homeless people camped out in subterranean vaults. But if you get too close, these guys will attack. Your goal here is to make your way up the ladders to the gun hidden above. To pick up a weapon, walk over to it; press the "Start" button to suspend the action and then use the "Left" or "Right" arrow to move through the available arsenal. Press "Start" again to continue play.

Hot Tip: You lose the handgun when you go through the X-ray scanner.

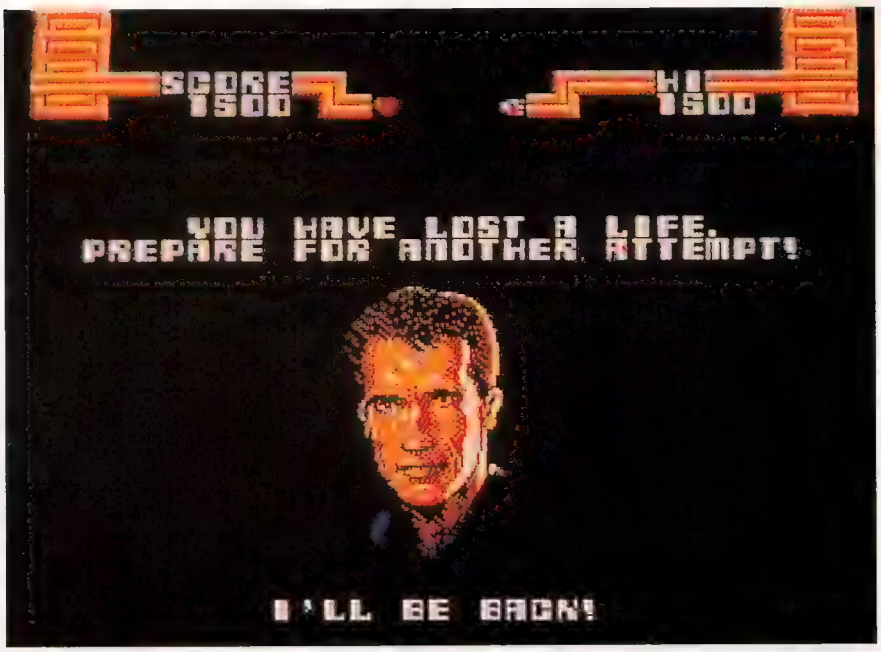


This cute little guy proves to be a fearsome foe when you are pulled into his hidden basement. But he is especially vulnerable to punches and kicks launched from a crouch.



You begin the game with three lives. Each life has five energy blocks. Grab as many energy canisters as you can to replenish your stock.

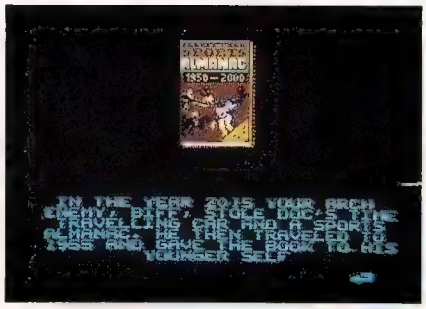
Special Tip: At the Martian Transit Hub, you gain control of a futuristic vehicle. The handling on this sports car may take a little getting used to: Press the "Right" arrow to move forward and the "Left" arrow to drive backwards. Use the "Up" and "Down" arrows to turn.



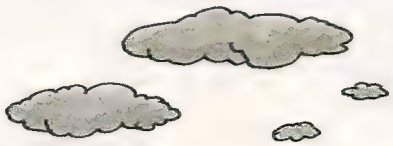
BACK TO THE FUTURE PART II & III

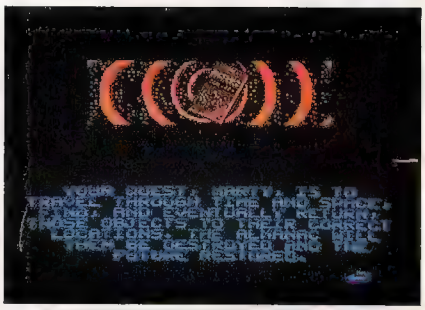
After Marty McFly returned from his first visit to the past, he found that there was serious trouble in his future. He must to go back to the past, up to the present, and deep into the future to straighten things out. This game is based on Marty's second and third adventures in the hit movie series. It is a complex fantasy and a lot of fun to play.

The Hill Valley, where you land at the start of the game, is not the same place you remember. Biff Tannen's tinkering with time has corrupted it. The first part of the game is divided into three time zones: 1955, 1985, and 2015. Your assignment is to find, capture, and return 30 objects that have strayed from their proper place in time. By doing this you will repair the space-time continuum.



To move between time zones, you need the professor's flying sports car. To find the car, you've got to locate the remote control. The drive-in theater is a good place to look for this device. Select the control from the Object Panel display and press the "A" button. Be prepared to jump on the car when it flies by.





To clear the three time zones, you must locate the hidden rooms. Each time you jump between time zones, you leave behind a clone of yourself. If you go back several times, you create several clones. The next time you return to that zone, you may run into yourself. Don't try to destroy your clone: This would really upset the space-time continuum. But you can try to lure your clone off the edge of one of the platforms.

There are 16 different street scenes in each time period. Many of them are connected by alleys. The entrance is usually an arch with an arrow. Some of the streets don't run into any others; to get into these no-way streets, you have to time travel. You also can move between levels of a scene by using an elevator. Enter the lift and press the "Up" or "Down" arrow.

You start the game with 10 lives and 10 nuclear fuel units, but you have no junk food points, keys, or special items. Sodas like these are worth one point, and a slice of pizza is worth 10. You need 100 junk food points to get an extra life. Travel between time periods requires nuclear fuel. It takes 10 units to go between 1955 and 1985 or 1985 and 2015; going all the way from 1955 to 2015 requires 16 units.

Look for movable platforms throughout the game; they allow you to reach items that are suspended way up high or hang over an otherwise unreachable chasm. You have to get the timing just right: Count the seconds between the times when they move and then jump on board just before they take off. The platforms won't depart if you sit on them while they're on the ground. Another form of transportation is the hoverboard. Use these platforms for high-speed short-distance transit. Hop on board and press the "Left" or "Right" arrow to move. While you're on a hoverboard, you are invulnerable. You can jump off by pressing the "Down" arrow, or you can wait until your ride is over, when the board lets you down automatically.

Hot Tip: There are some areas that you can't reach no matter how high you jump or which platform you use. In these situations use the Seed Pod. Take the time machine back to 1955 and plant the seed there; now travel forward to 1985 or 2015, and the pod will have grown into a tree large enough for you to climb.

Be on the lookout for hidden Bonus Rooms. They are in pipes, under manholes, and inside some of the landmarks on the streets. In these rooms you find extra junk food, fuel, and keys. You can enter each bonus room only once in each game.

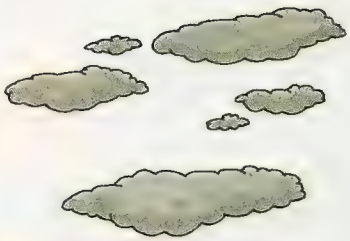
Hot Tip: Watch out! Unfriendly creatures live in some of the pipes.

Look for doorways to enter Object Rooms; press the "Up" arrow when you are standing in front of one of them. You have to win the arcade game within each room to collect the hidden object.

Hot Tip: You need to collect keys to get into Object Rooms. But once a room is unlocked, it will stay open until you complete it.

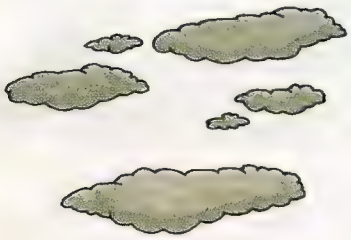
If you thoroughly clear the Bonus Room before time runs out, you earn extra lives.

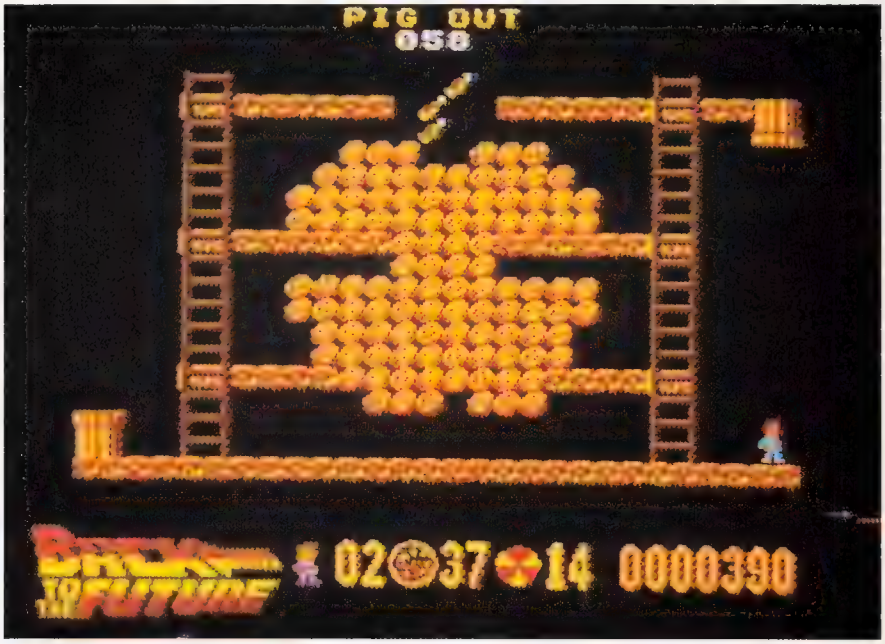
Hot Tip: It's easy to get lost in Hill Valley, so make a map of each area you explore. Using the compass will help you navigate.



When you continue a game, you lose all your points, keys, and junk food. Your fuel and lives are reset to 10, but you retain credit for any Object or Puzzle Room that you have solved. Any Bonus Rooms that you have entered will not be available to you again.

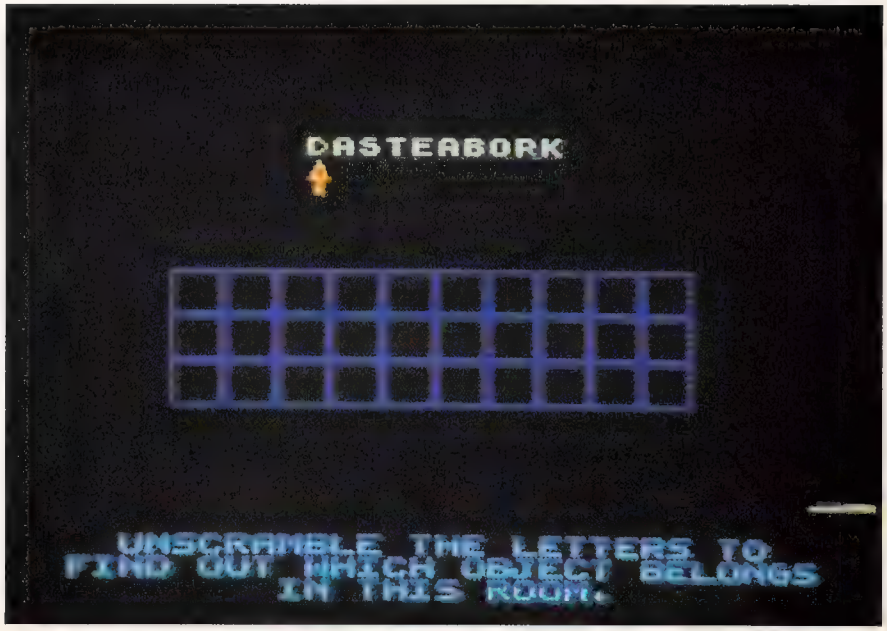
Hot Tip: Collect stars to pick up more firepower.





Once you have retrieved a few lost objects, you can begin returning them to their rightful places in time. Look for Puzzle Rooms inside the larger pipes or under the exploding manhole covers. Inside the room at the bottom of the screen, you see all the objects you have collected. At the top of the screen is the scrambled name of the object that belongs there. Be careful here! If you select the wrong object, the item will disappear from your inventory. Then you have to go all the way back to the Object Room to grab it again.

Hot Tip: The scrambled word on this screen is *skateboard.*



MISSION: IMPOSSIBLE

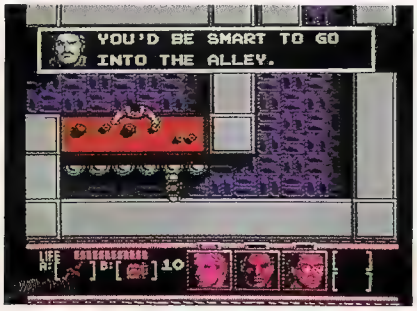
Jim, your mission, should you choose to accept it, is truly impossible. The other members of your team are Max Harte, an explosive guy ready to blow at any time; Grant Collier, an electronics whiz who is also very fast with his hands when the going gets rough; Nicholas Black, a former drama teacher who is a master of disguise and a champion with the boomerang from his native Australia; and Shannon Reed, a beautiful former athlete and policewoman, who works undercover.

The mysterious Dr. O, the warped genius behind the United States new military defense system, has been kidnapped by the Sinister Seven. The bad guys also have grabbed the doctor's stunning secretary, Shannon Reed. Remember that she is a secret agent of the Impossible Mission Force and has been assigned to protect Dr. O. She sends back secret messages that help the I.M.F. in their rescue mission.

You control three I.M.F. agents; each has his own special set of abilities and weapons. You are able to switch from agent to agent in most settings, and your selection will affect the outcome. To change from one I.M.F. member to another, press the "Start" button to pause the game and use the "Left" or "Right" arrow key to select a new agent. You can only change agents in Areas 1, 3, 4, and 6. When you go out on the street at the start of your mission, watch out for enemies on the sidewalk. Don't think that the solution lies in walking down the center of the road: Cars and trucks bear down on you quickly.

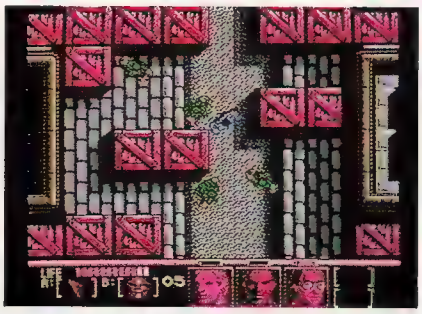
Hot Tip: The bad guy in this screen is Fido T. Flamethrower. Wear a disguise and surprise him or just put him to sleep with Grant's sleeping gas.

In this game you guide the Impossible Mission Force on a dangerous assignment that is more complicated than any the team ever faced on television. You have to rely on cunning and trickery more than on sheer firepower to succeed. Your primary character is Jim Phelps, the leader of the I.M.F. Your mission is to rescue a kidnapped scientist, who is responsible for America's top-secret defense system. The impossible obstacles you encounter include poison gas, raging steam, odoriferous sewage, and high-voltage electricity. The television heroes of *Mission: Impossible* always managed to pull off their assignments, and so will you, after a lot of exciting practice.

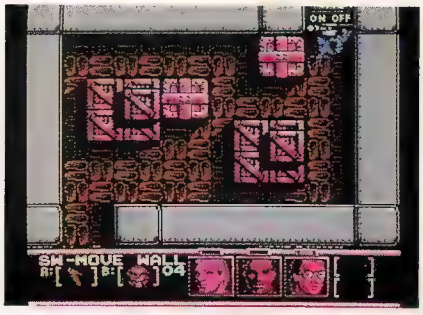


Listen for the shouts of bad guys before you do any shooting. If you plug a good guy by accident, the police helicopter comes along and makes an arrest. Sit down in the coffee shop and receive some good advice.

Hot Tip: **When you lose a member of your I.M.F. team, the next member still alive automatically takes over. If you make it all the way to the end of an area, the missing agent rejoins the force.**

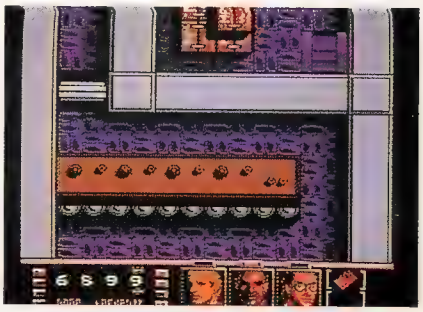


Don't stop to admire the scenery as you head up the alley. Attacks come fast and furiously when you're in this narrow area.



A moving wall in Level 1.1, the Back Streets of Moscow, will splash you into the green ooze unless you find the hidden switch to turn off the dangerous machinery.

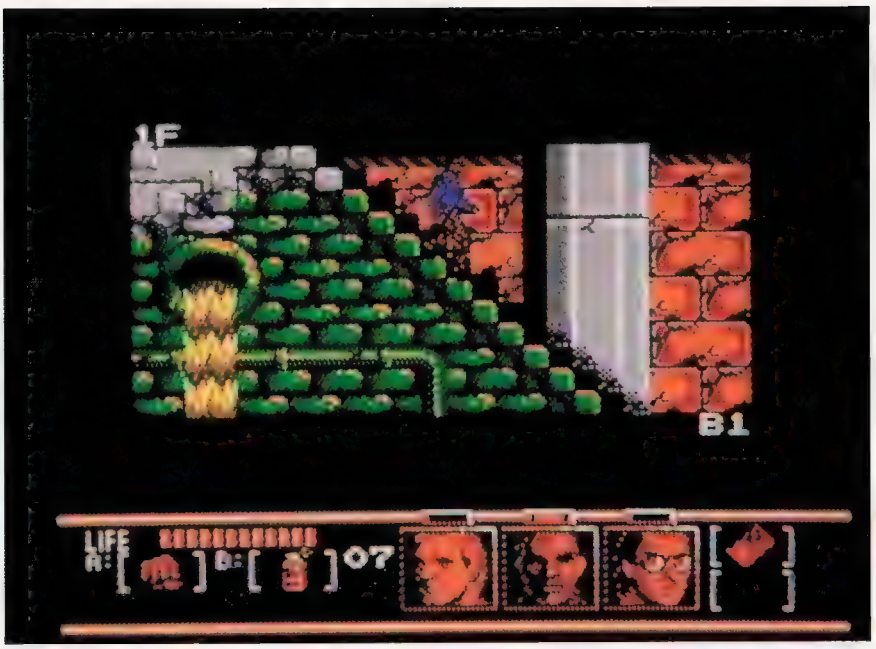
A helpful stranger advises you to seek information and ID passes for your I.M.F. team members. You can't go any farther in the game without the passes. Find them hidden in one of the secret rooms off the alley.



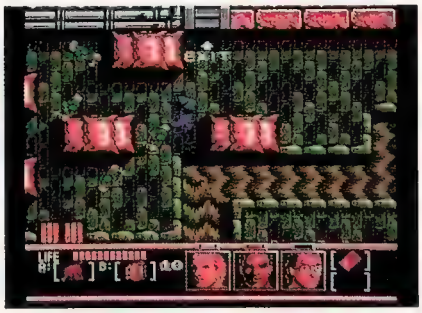
The doors leading to some of the areas of the game are locked. When you come to a combination lock, spin the wheels and listen carefully for the tone when each number is properly selected.

The Moscow area of the game has three levels: This is the second, the Sewage Treatment Plant. After you make it through this yucky place, you continue to the Steam Plant. Once you get past Moscow, you go on to Venice, the Syrinx Temple in East Berlin, Switzerland, the Swiss Alps, and Cyprus.

Hot Tip: Beware of Eye Spy, a robotic sensor that attempts to lock one of your agents in a room to fight against the Iron Claw.



Enemies try to dump you into the sewer, so use bombs and stay alert. Grant can get you through this locked door that leads to the street.

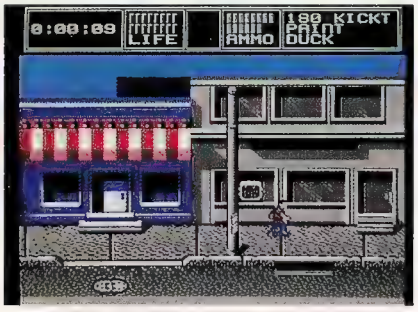


Ride a barrel through the tunnel to get to the entrance to Level 1.3. But you have to have the Floor Switch to enter the next level.

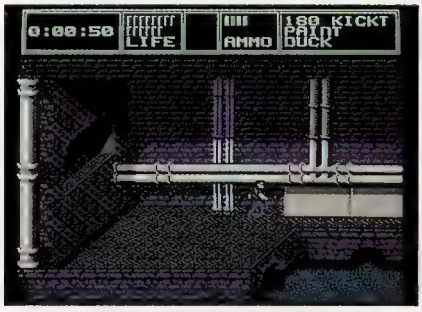
Hot Tip: Your agents can only cross through Iron Curtains from the orange-colored side.

SKATE OR DIE 2:
THE SEARCH FOR DOUBLE TROUBLE

This rad new game is a treat for your hands, eyes, and ears. It also includes a lot of funny comments from the game's characters. The story line is classic teen nightmare. A skateboarder runs over the mayor's wife and her dog, Fifi. Then the mayor bans skateboarding, and what's worse, he tears down your practice ramp because you don't have a building permit. What is a guy to do? The point of this game is to collect enough money and other valuable objects to be able to pay for the permit as well as the design and construction of a dream ramp, the Double Trouble Half-Pipe.

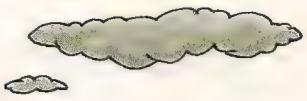


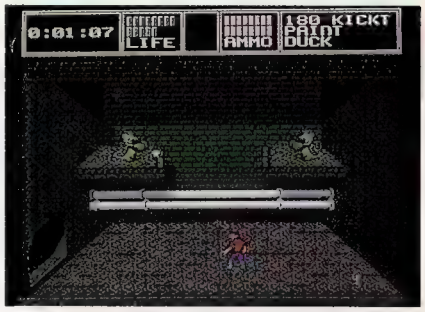
Your first challenge is a war in the streets. As you skate, you have to avoid sewer grates, telephone poles, ravenous pit bulls that try to bite your heels, and other strange creatures above and below the pavement. Your final goal is to meet and defeat Mrs. Mayor in battle, but the only chance you have of doing this is to upgrade your skateboard and your skills. Start by grabbing as many tunes and munchies as you can find.



Drop down the first open manhole you come to, and you can skate through the sewers. There are a few special items down here, but watch out for huge rats.

Hot Tip: **These rats are really puffed up! Jump up and land on them hard to squash them and get them out of the way.**

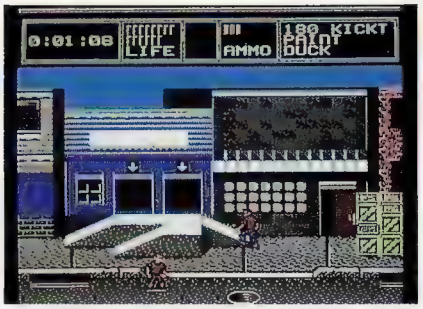




Down a different manhole, you come across this pair of aggressive alligators. You have to hop up onto the pipe, from there get up onto the platform, and then jump on top of the gator to grab the booty. The only way to do this is with an upgraded skateboard.

Hot Tip: **Ignore the alligators and skate on out. There are other ways to earn rewards.**

Your buddy Rodney comes along from time to time to offer you a new board from his shop. You have to have the right number of tacos, fries, tapes, or CDs to pay him. You start the game on a basic Pokey board. Next up is the Slipstream and then the Rocket. Each board improves your speed and jumping ability. The two best boards are Hangtime (great jumps but not-so-great speed) and Afterburner (great speed and wimpy jumps).



Here is an accident waiting to happen: Our hero is about to go in the doors of one of the upper chambers without a full stock of ammo. Paint ammunition is counted in clips, each of which contains 16 shots. Eggs and M-80s are counted individually.

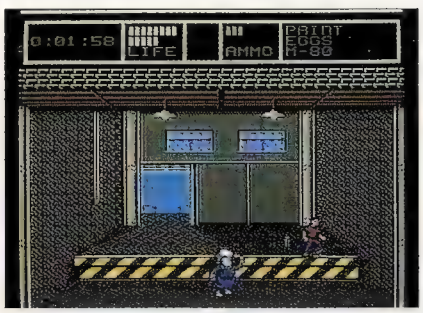
Your Rad Pack is the place where you keep your boards, cool moves, ammunition, and goodies. Press the "Select" button to display its contents and use the "Up" or "Down" arrow to highlight options and the "Left" or "Right" arrow to change settings.

Hot Tip: If you forget your next destination while you are zipping around in the shopping mall, you'll find it listed in the Rad Pack.

YO, DUDE! WANNA SCAM A NEW TRICK? HOW ABOUT A 180 OLLIE
NUTHIN'S FREE, DUDE. CHUCK UP
FRIES 1
TAPES 1
CD'S 1
DO YOU WANT IT?
.YES NO
TACOS 2 FRIES 1
TAPES 2 CD'S 1

Rodney's son Lester is a gnarly thrasher. He offers to sell you some cool moves. As he says, "Nuthin's free. Dude, chuck up." The available moves include a 180-degree Ollie, which allows you to jump and turn at the same time; the 720-degree Kickturn, which not only looks good but also whirls away your enemies; and the Brick Wall Stop, which lets you stop on a dime.

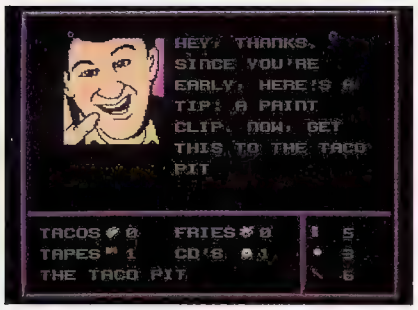
Hot Tip: Pay attention to the speed indicator on-screen to see which moves you are capable of accomplishing.



Look out! It's the mayor's wife. You've got to get her out of your way, but it won't be easy. The first skill to master is jumping off the edge of the platform carefully and coming to a complete stop before you run into one of the side walls. Then position yourself beyond the range of her rolling pin but close enough so that your M-80s will ring her chimes several times. Paint also works well.

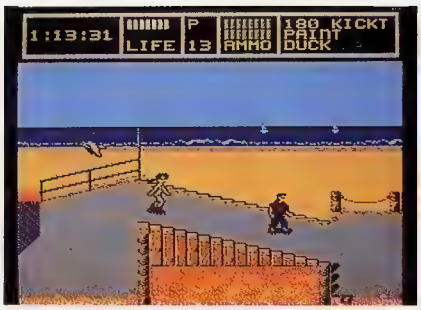
Here in the mall it is safer to skate to the outside (the front of the screen) where you can avoid bumping into shoppers. But the front of the mall is also where you are likely to run into the nasty mall security guard. He grabs you and moves you to a different location in the mall when he catches you.

Hot Tip: You can intentionally run into the security guard if you want to move quickly from one end of the mall to another. This strategy works sometimes but not always.



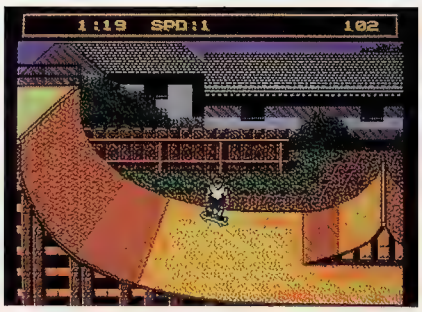
In the mall you hope to pick up a few bucks to pay for a building permit. To do this you land a job as a messenger who makes deliveries from store to store. The mall has stores on two floors; the assignment of your pickups is random, except that you will almost always pogo from one floor to another.

Hot Tip: Here is the layout of the mall from left to right. (Draw a map to help you quickly find your next goal.) Floor 1: B. Wallton Bookseller, Joe's Formal Wear, Minnie Shoes, Margestrom, Stiller's Outpost, Weremouse Records, Rhinestone Jewelers, Floorshine Shoes, Royandale Cinemas, Pathos Fashions, and 1 Minute Photo. Floor 2: Tall Stout and Deformed Clothes, Pricey Gifts, Williams Nut House, Kafka's Candies, The Taco Pit, Royandale Pet Center, Pup's-on-a-Pike, Cafe Skarfe, Frisky Yogurt, Pizza-by-the-Ton, Healthy Nutritious Food (out of business), Salon D'Albino, Wumpus World, and Just Lids.



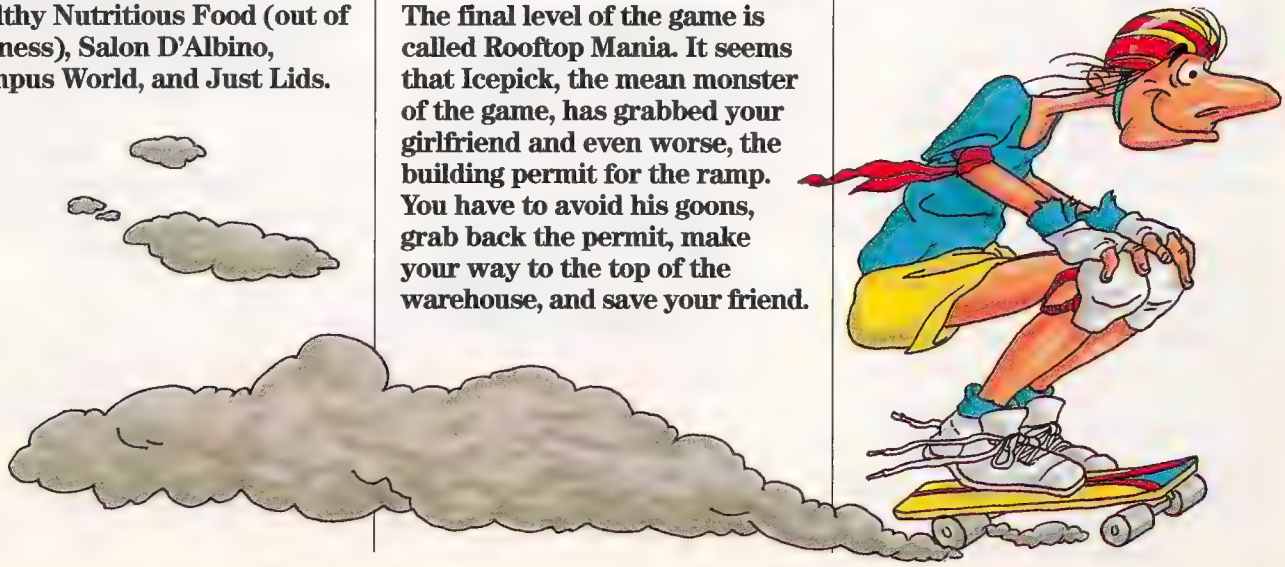
Rodney has come up with the design for a new legal ramp. But this guy's wheels are not screwed on tight: He manages to let the plans fly out the window. You've got to skate down the length of the boardwalk and pick up all 16 pieces of the plan before they blow out to sea. Watch out for Mad Gulls that dive from above, Crunchy Crabs that pinch from below, Roller Skaters that crash from behind, and Buff Dude Musclemen who manage to get in your way all the time.

The final level of the game is called Rooftop Mania. It seems that Icepick, the mean monster of the game, has grabbed your girlfriend and even worse, the building permit for the ramp. You have to avoid his goons, grab back the permit, make your way to the top of the warehouse, and save your friend.



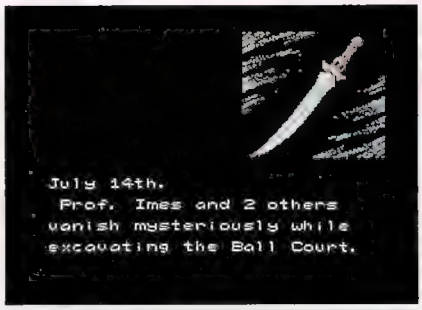
Here is your Double Trouble Half-Pipe, with a trick-jumping ramp in the middle of a long main ramp. It is very important to understand the location of the six trick zones in the ramp and the two pump zones. Think of the trick zones as the places where gravity has its greatest effect. You can perform the highest tricks when you use the very top section at each end of the long ramp. The center ramp has trick zones at the bottom and top of each side. To increase your speed, press the "A" or "B" button as your skater enters the pump zone, which is where the ramp first starts to curve upward.

Hot Tip: To jump directly from the opening screen to the Double Trouble competition, hold down the "B" button and press "Start" during the opening screen.

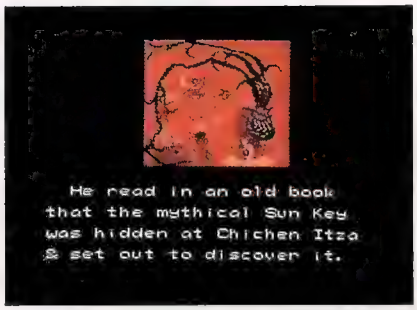


TOMBS & TREASURE

Professor Imes, an expert on ancient Mayan writing, sets out for Chichen Itza on the Yucatan peninsula in Mexico. The city, which is now in ruins, dates back to 500 BC. The name means "mouth of the well of the Itza." Chichen Itza includes palaces, temples, and even an astronomical observatory. It was an important center of culture and government, and pilgrims came from all over the region to cast offerings into the cenote, a natural well that was sacred to the rain god. The Itza people dedicated an enormous pyramid, El Castillo, to Kukulcan, a deity also known as Quetzalcoatl. The largest ball court in the ancient Americas faced the Temple of the Warriors across a great plaza. Chichen Itza was damaged and all but abandoned in the twelfth century.



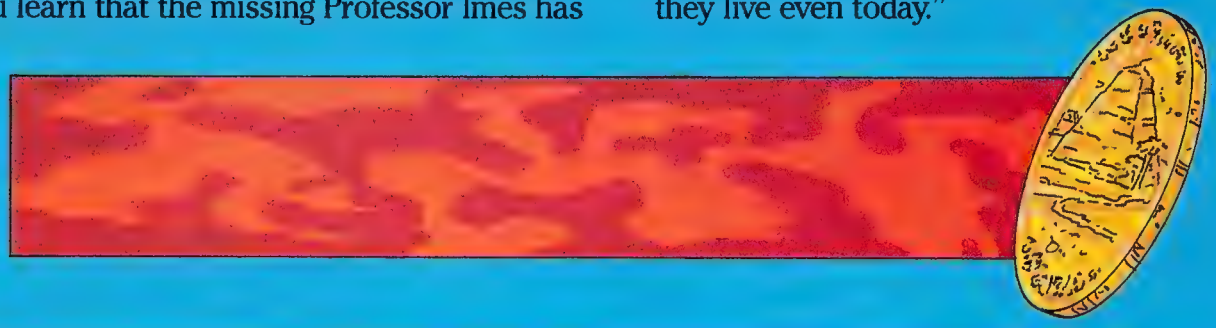
Four of the men who accompanied Professor Imes have disappeared. One vanished while he was studying El Castillo, and the other three were lost while they were researching the Well of Sacrifice. Then the professor himself and two more of his companions vanished while they were excavating the Ball Court.

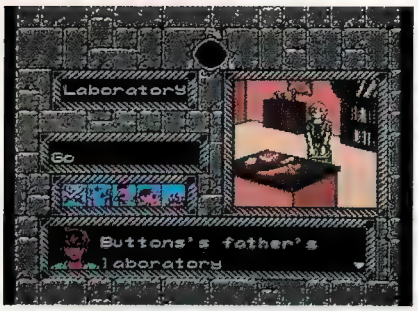


Professor Imes's notes and some of the items he had collected were recovered at the well. When the professor's daughter, who is a friend of yours, asks you to help find her dad, you accept the challenge. It's your school vacation, and you may as well spend your time chasing ancient demons.

Hot Tip: If you run away from a fight, you may miss important clues and special items that you need to finish the game.

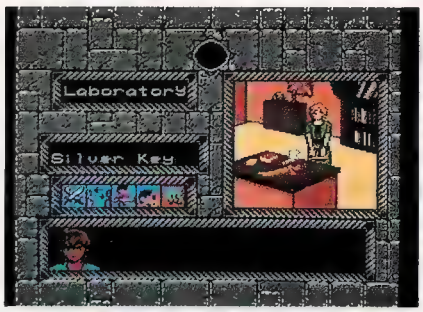
This game is guaranteed to exercise your brain as well as your thumbs and forefingers. It holds at least 50 hours of game play and has more than 20 different puzzles for you to solve. You are the leader of a rescue party sent deep into the mysterious jungles of Mexico in search of an archeologist who has disappeared. You learn that the missing Professor Imes has been trying to decipher a group of worn tablets that tell about fabulous riches "locked away for the future." Imes warns that "monsters and demons guard the ruins. They are vicious, but they can be overcome." Later in the game, you come upon the most chilling message of all: "The Mayans are not dead–they live even today."



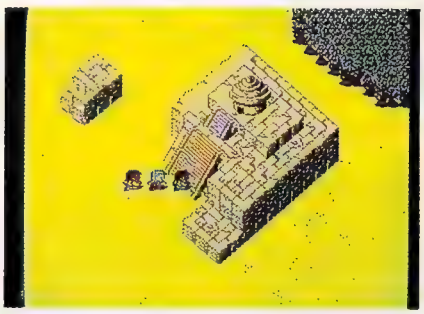


You start your search by exploring Professor Imes's office, where you meet his faithful secretary, Anne. She advises you to talk to his guide, Jose.

Hot Tip: You choose the name for the professor's daughter, and it is used throughout the game. If you don't enter a name, the computer selects one for you.

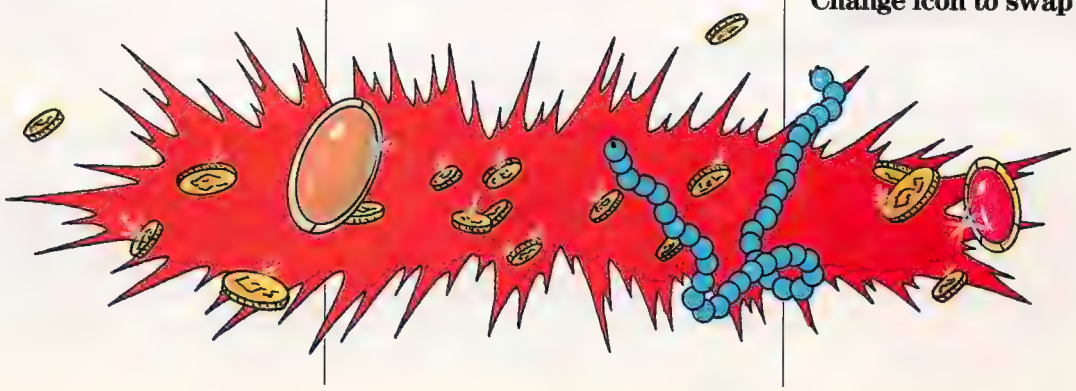


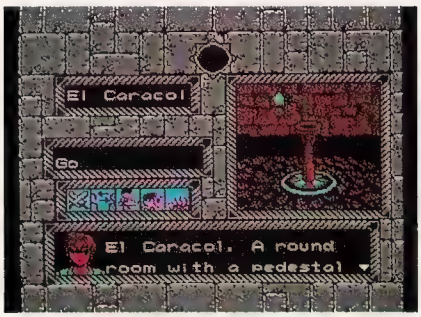
As you explore the office, you find various items that help you on your journey. Look at the things on the desktop. There is a 16-inch sword with a place for a missing jewel. The notebook includes the professor's prophetic last words. After you have looked at everything and taken everything that is not nailed down, go backward out the door to meet Jose.



You lead your party as they explore the temples and tombs. Climb the stairs to enter the ruins.

Hot Tip: What is the use of a tomb without a few secrets? Push the walls to see if you can uncover hidden chambers. If you can't push a wall, perhaps one of the other members of your search party can. Use the Change icon to swap explorers.





You find yourself inside El Caracol, a strange temple with an unusual platform inside.

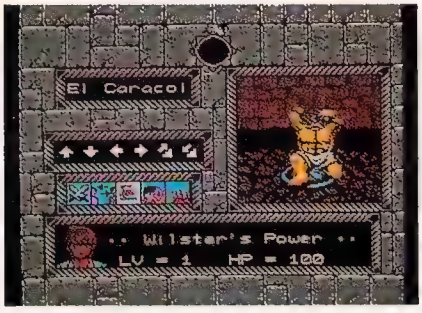
Hot Tip: The Golden Globe can point the way to the hidden Crystal Key. Place the globe on the pedestal on the second floor of El Caracol and wait for the sun to shine on it. Then break down the wall at the place where the beam points.

The monstrous Two-Beak rules the roost inside El Castillo, which is located at the center of Chichen Itza.

Hot Tip: Pick up the Mosaic Tile from the High Priest's Tomb early in the game. You must place it in the door of El Castillo to get in. When you're inside the pyramid, smash the large flask and grab the Ring of Itza. Then move the pile of gold to find the Red Jewel.

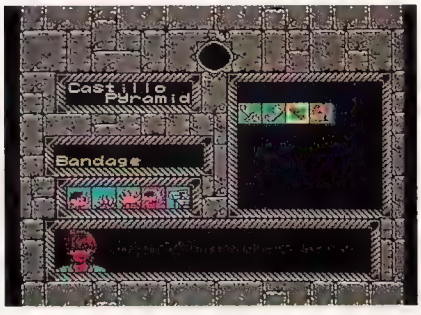
When you meet Jose in the lab at the start of the game, he advises you to go to the Nunnery. This is good advice.

Hot Tip: When you get to the nunnery, take everything you can, especially the priceless Ixmol Jewel.

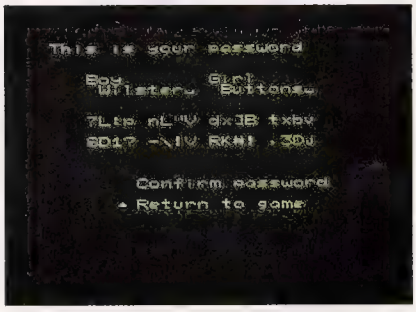


If you look around within El Caracol, you may find a very unfriendly native, Snake Master, hiding within. He is a very tough demon, but he is not worth fighting early in the game.

Hot Tip: There are many hidden items in the rooms; use the Look command in every direction. It won't hurt to try every command in every room.



The Change command swaps your character from the boy to the girl to Jose and back again. Enter Fight when you need to attack. The Go command moves you in any direction or diagonal. Join brings together two items from your inventory. Look examines an item in the Action Window. Move puts the highlighted item in the window. Pull or Push performs these actions on a selected item. Put places an item somewhere in the Action Window. Smash pulverizes it. Take places it in your inventory. Use employs an item from your inventory. Wait lets time pass, and Wash cleans an item.



Look into the Ixmol Jewel to obtain a password. When you write down the password, also be sure to record the names you've given yourself and the professor's daughter. The game will offer you the option to confirm your password; this is your chance to verify your accuracy.

Hot Tip: Before the game is over, you must visit every temple, tomb, and historic site in Chichen Itza. But the key to victory is to follow hints and clues in the order you receive them. You may want to write them down.

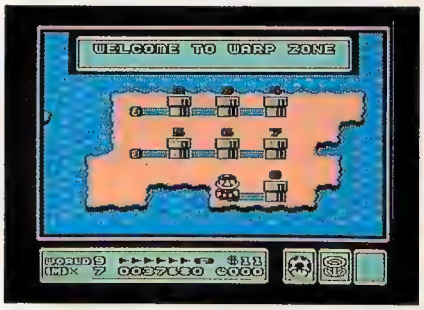
SUPER MARIO BROS. 3

Mario and Luigi are back, and they are better than ever. The challenges facing the Italian plumbers are wilder and wackier; even their enemies are more amazing (and funny). Bowser, the Koopa King, is on the loose again, and this time he is accompanied by his seven children and a menagerie of creepy creatures, including Thwomp Traps, Boo Diddly, and Big Bertha.

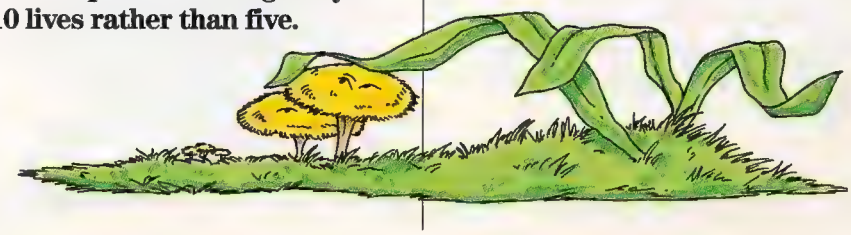
Bowser's misguided children have gone out into the peaceful Mushroom World and stolen the royal magic wands from each country. The unfortunate king of each land has been turned into an animal and needs to have his original form restored. Of course, there is a missing princess. But the story is secondary in this huge, colorful, and entertaining game.

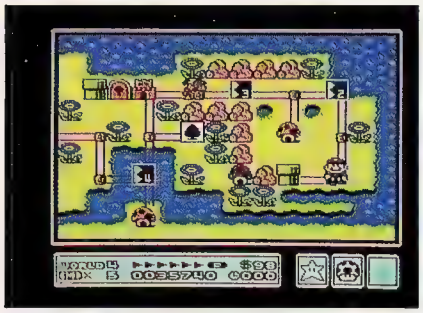
Using the Warp Zone is the fastest way into the game's upper levels. First you need to find and then blow one of the three Transport Flutes. The first flute is in World 1-3. Look for three large white blocks that stair step from left to right. Stand on the middle block; then press and hold the "Down" arrow. You descend behind the block; then go right and continue until you reach the flute. The second flute is in the Fortress of World 1. Go deep into the castle and look for the three small church windows. Use your raccoon-tail powers and fly up and over the wall. Then head to the right to enter the secret flute room. The third flute is in World 2-4, after a battle against the Fire Hammer Bros. The first flute can take you to World 2, 3, or 4; the second, to World 5, 6, or 7. The last flute speeds you all the way to World 8.

Hot Tip: **To increase your chances of getting a long way in the game, choose the two-player option and take turns by yourself on each controller. Play in the cooperative mode rather than the competitive. This gives you 10 lives rather than five.**

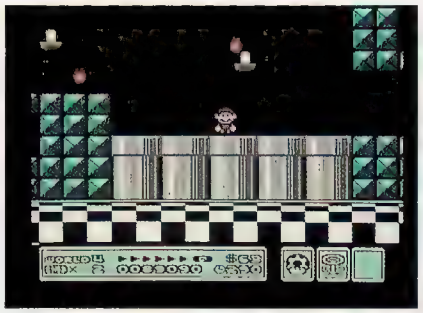


Choose your destination from the warp map: World 1, Grass Land; World 2, Koopahari Desert; World 3, Island World; World 4, Land of Giants; World 5, Sky World; World 6, Winter Wonderland; World 7, Pipe Maze; and World 8, Castle of Koopa.

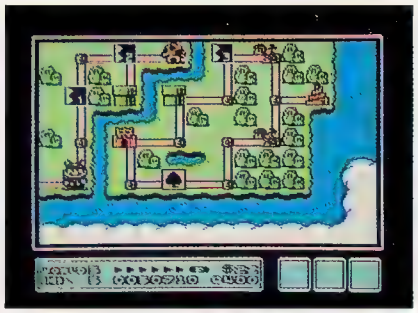




In World 4-3 you descend into the underground home of the Sledge Bros., turtle cousins of the Hammer Bros. They throw sledge hammers, and they are so big that when they jump up and down they cause earthquakes.

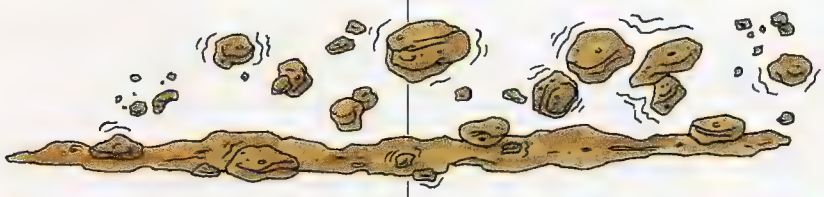


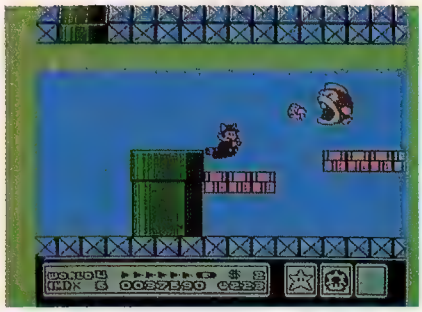
The Fortress is the most difficult area of World 4. Hot Foot, the living candle flame, chases you if you turn away. Thwomp Traps can put the squeeze on you. The least dangerous route out of this room is down the center pipe.



There are many ways to move through the sky: up, down, left, right, or on the diagonal. You'll find at least that many different routes through airy World 5. You want to have a raccoon tail or a Tanooki suit so that you can fly.

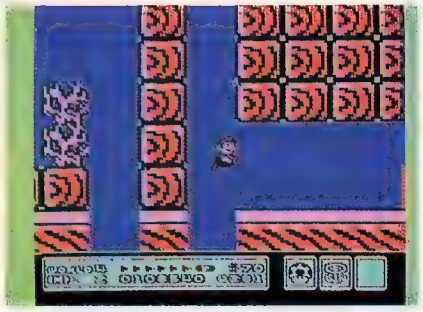
Hot Tip: There are three 1-Ups in invisible blocks midway through the Fortress of this level. Look for the arrow made of coins and then fly above it.



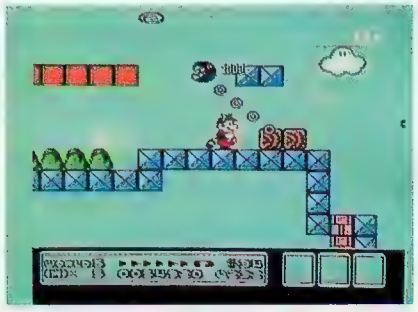


World 4 gives Mario the opportunity to get in big trouble. As if ordinary Koopas, Piranha Plants, and Goombas weren't enough, here you meet Giant Koopas, Giant Piranha Plants, and Giant Goombas. There is also Big Bertha who guards the exit from the underwater pipe in World 4-1.

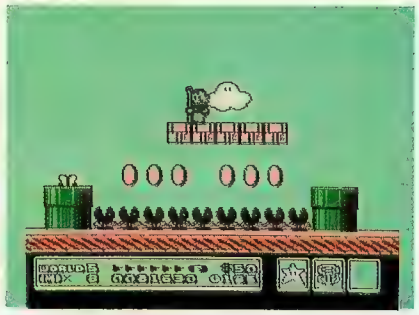
Hot Tip: There is a 1-Up hidden under each end block of the two platforms. Go for them one at a time, since you cannot have two 1-Ups on the screen at the same moment.



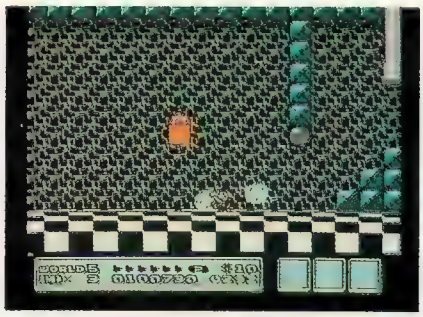
Lakitu floats overhead dropping Spinys on Mario as he tries to swim through World 4-4. This underwater realm is plagued by dangerous currents that make it difficult for Mario to avoid his pursuers.



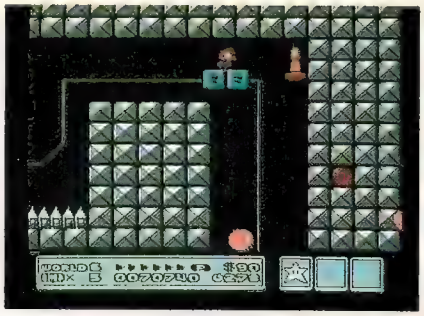
Here at the top of the arch in World 5-1, you face the challenge of a Chain Chomp, straining against the leash that holds him to the blocks. There is a Starman under the middle question block to the left. Back to the left, at the very top of the arch, is a Switch Block. Fly to it as Raccoon Mario and turn the switch. Two giant number *3*s that are made up of silver coins appear under the arch. Collect them; then fly up and break the overhead blocks with your head to escape.



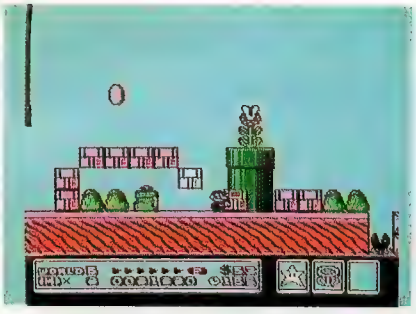
Mario has slipped into his Tanooki suit. It gives him all the powers of Raccoon Mario, including the ability to fly and the Tail Attack. The Tanooki also gives him the ability to turn into Statue Mario for five seconds.



There is a tower to the clouds midway through World 5. Keep heading upward through the pipes, up the vines, and onto the clouds.

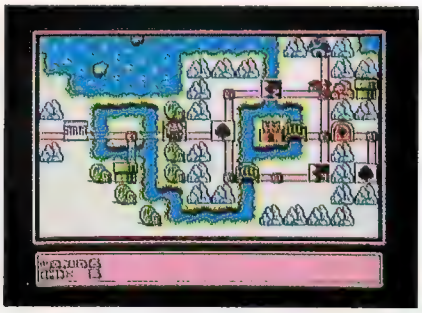


The Loony Lift in the World 6 Fortress may escalate you into big trouble. If you jump off and fall to the right of the Roto Disc, you may make it past the whirling trap.

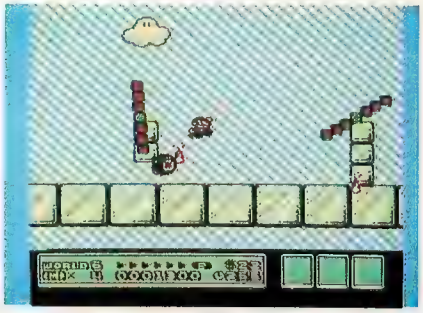


Kuribo's Shoe can only be found in World 5-3. There is a big shoe to Mario's left: Try it on and do some serious stomping. You've got to dislodge the Goomba that is wearing the shoe before you can jump in. With the shoe, you can walk on Munchers, stomp Spinys, and crunch Piranha Plants.

Hot Tip: You can earn extra points by stomping several enemies in quick succession, bouncing from one to another. If you can knock off nine in a row, you'll be rewarded with an instant 1-Up. To do this, hang around one of the Goomba generating pipes to find a good supply of enemies to stomp.



Winter Wonderland is an icy challenge. There are three Fortresses to be cleared in World 6, and you have to face fearsome foes; including Roto Discs, Stretch, Munchers, and Cheep-Cheeps.

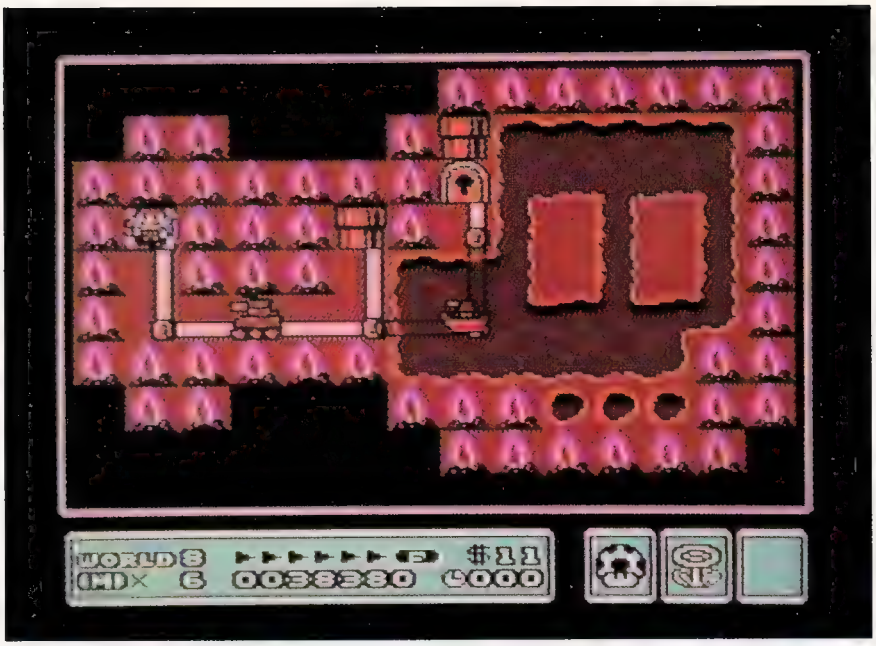


In World 6-4 you have to move quickly to avoid Fire Chomp, along with the rotating blocks. You will absolutely need Raccoon or Tanooki Mario to clear the next stage, World 6-5. World 7 is the Pipe Maze, where the pipes go up, down, left, right, and back again.

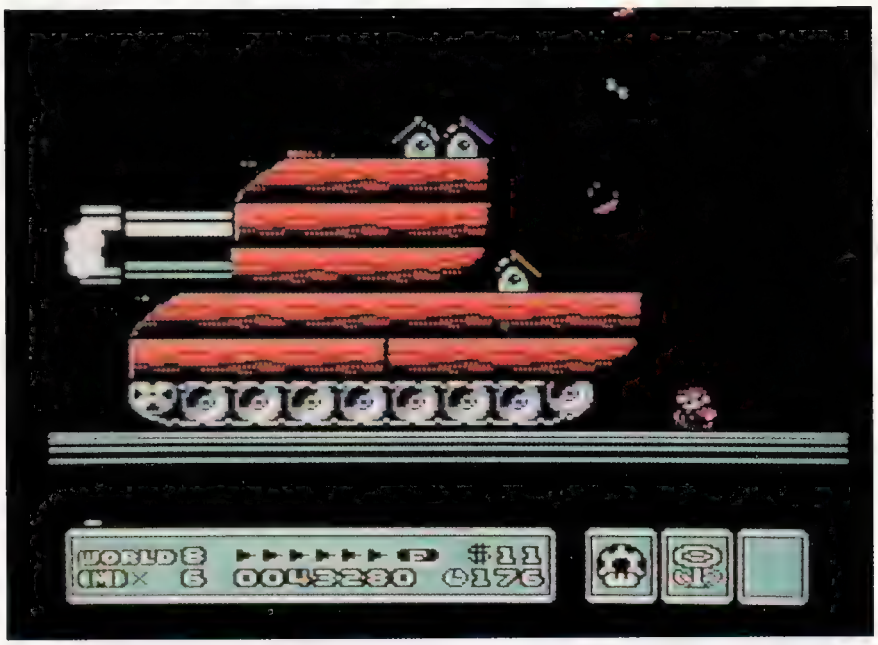
Hot Tip: When Super Mario, Fiery Mario, or Raccoon Mario is touched by an enemy, he drops down to a lesser character. For a short while after he is touched, he is invincible. You can use this to your advantage to get past tricky spots: Go ahead and touch or be touched, and then run through the enemy area that had blocked you before. But invincibility will not protect you from a fall into a hole or fire.

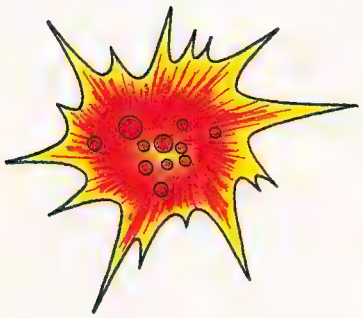
In World 8, the Castle of Koopa, you face Bowser's final and toughest challenge. You start by facing Koopas in tanks, move on to battleships, airships, and eventually the Koopa Super Tank. It rolls along with six Rocky Wrenches at the controls. Get past them, and you're in the castle and the princess is almost yours!

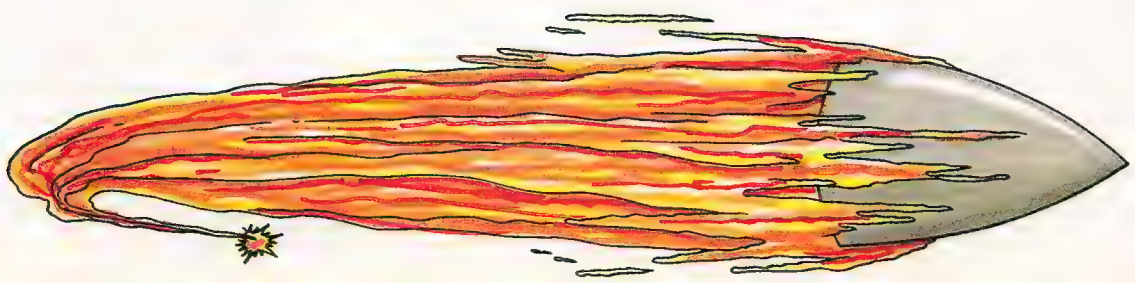
Hot Tip: To pick up a 1-Up, kick a Koopa when it is between a pair of obstacles and let it just bounce back and forth and back and forth. Do this in a place where there is a steady stream of enemies, and the Koopa will do all the work of collecting points. You can just watch.



Here is the first armored column of Koopa tanks. They start out small and become bigger and bigger and bigger, until you meet this giant cannon. It shoots two huge bullets one after another. Move quickly to jump onto the barrel or duck under it.

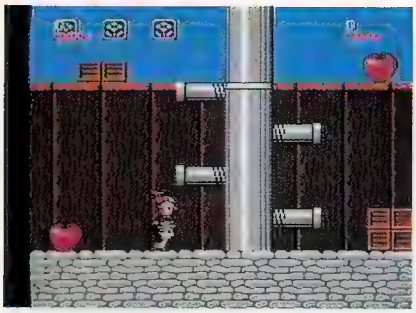






DISNEY'S CHIP 'N DALE RESCUE RANGERS

Fat Cat has kidnapped Gadget, and that means war for Chip and Dale, the Rescue Rangers. Just as in their cartoons, once the adventure starts, things quickly get out of hand. Fat Cat plans to use his captive as part of a sinister plan to take over the city. Robot dogs and mechanical rats attack the rangers, and that is only the beginning. Chip and Dale scamper up trees, cross high-voltage power lines, and scurry across kitchen counters in their search for Gadget. They also have to battle bulldogs, fish, cats, Ninja Flying Squirrels, the Brusher, beetles, big ball bearings, toy robots, and tennis-ball-launching kangaroos.

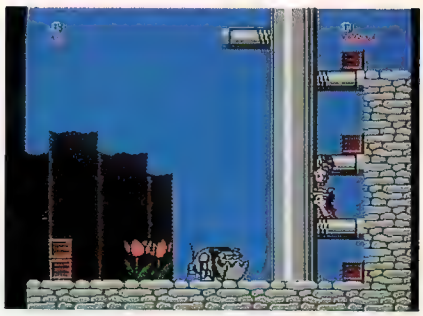


The adventure starts on the power lines above the chipmunks' neighborhood. There are many tools in this zone. You can throw apples at your pursuers. You also can throw crates, but they may be more useful if you stack them to make platforms so you can reach higher. You also can hide inside a crate.

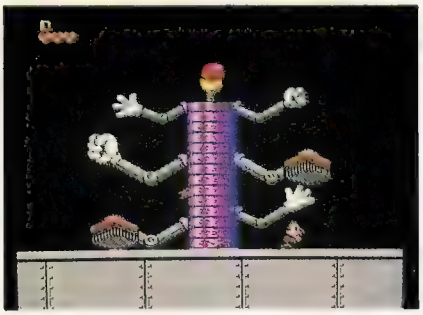
Hot Tip: **Collect 50 flowers, like the one in the upper-left part of the screen, to earn an extra player. You also can earn a power-up with 10 stars.**

Watch out for that bulldog! Toss a crate at it, or hide inside one until he passes. Not all the stars are as visible as the one here: Jump around in open spaces to uncover hidden ones.

Hot Tip: **If you press the "Down" arrow while you are holding a crate, you can hide inside. When some—but not all—enemies touch a crate with you inside, you lose the crate but defeat that enemy.**



Climb the power poles at the right side of Zone A; at the top of the poles, head left, then up, and back to the right. As you keep going, imagine that you are making a huge letter *S* in which you start at the bottom and work your way to the top.



This machine wants to give you a hand. It is one of the weird villains you meet early in the game. Stay away from the sparks it tosses, and try to hit the bulb on top with a ball.

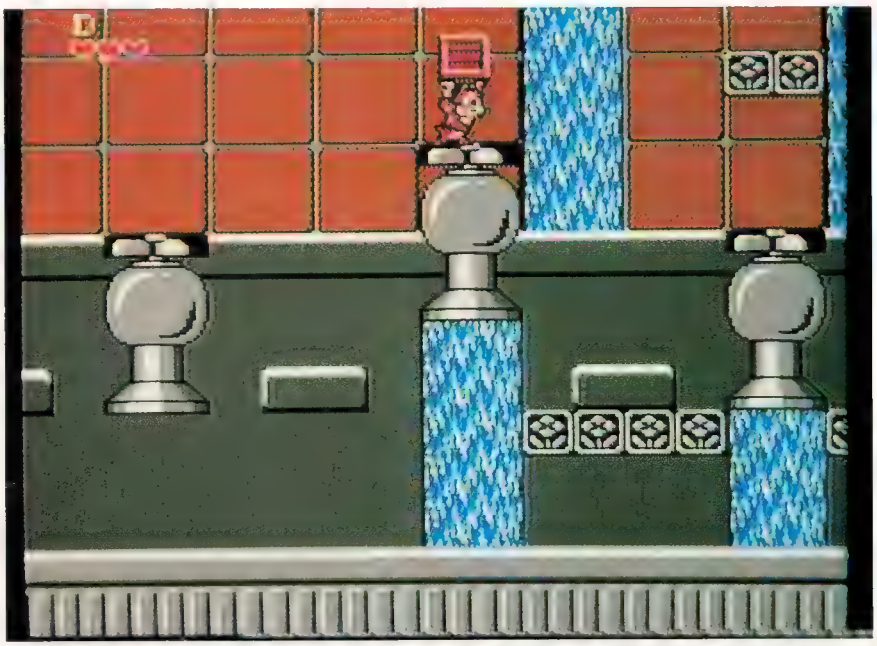
Hot Tip: When one of the rangers loses a heart, he becomes invulnerable for a short period of time. There are some situations in which the only way to get past a challenge is to sacrifice a heart and then run through a problem area you could not otherwise avoid.

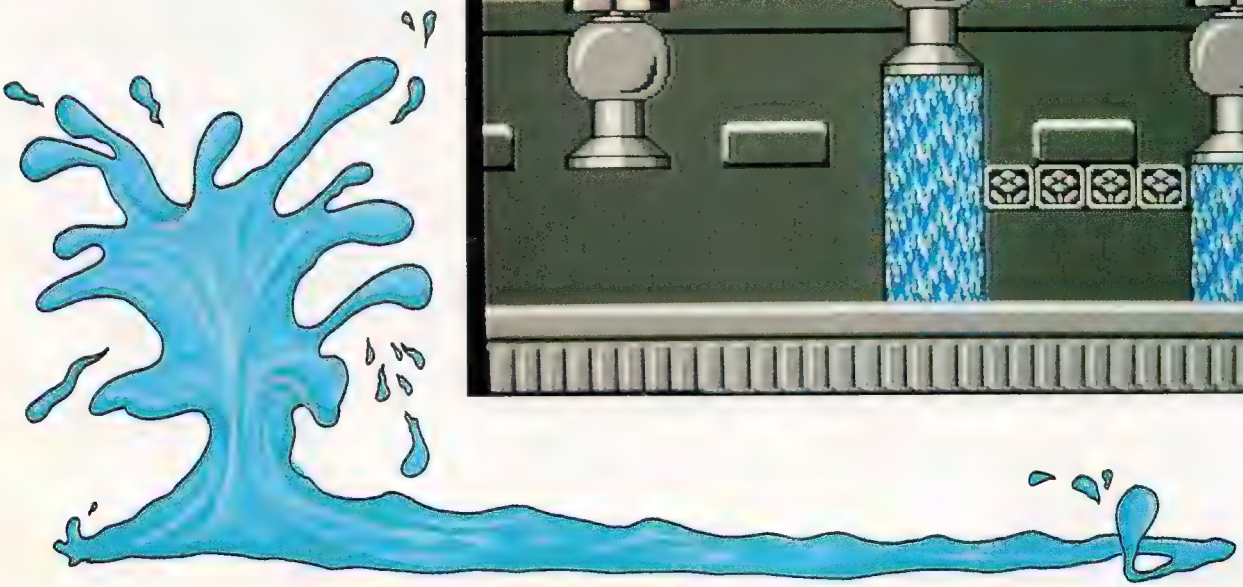
Don't rest on your laurels when you clear a zone. Remember that Fat Cat is still out there, and he's watching your every step.

While you climb the huge tree in Zone A, keep an eye out for one of the Ninja Flying Squirrels. They zoom from one side of the screen to the other, knocking down any rangers in their way.

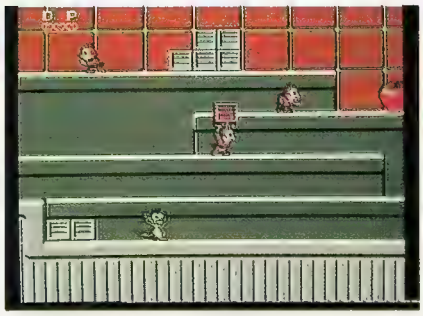
Hot Tip: Don't overlook the creepy crawling worms you see on the branches here. Try to position yourself underneath one and knock it off by throwing a crate at it.

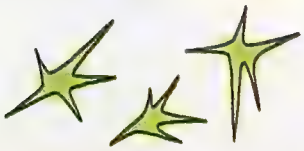
You can't get through streams of water from the faucets in the Coffee Shop in Zone B. If you jump on top of the faucet handle and bounce on it three times, you will turn off the flow.





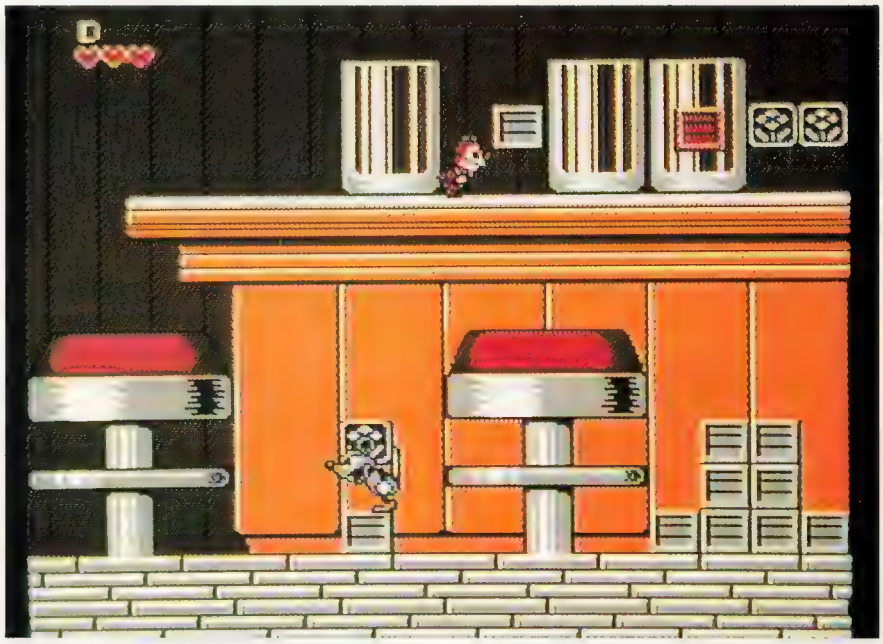
In Zone B you may think you are seeing double. Little green Ditzes have a peculiar habit of changing form to become identical twins of Chip and Dale.



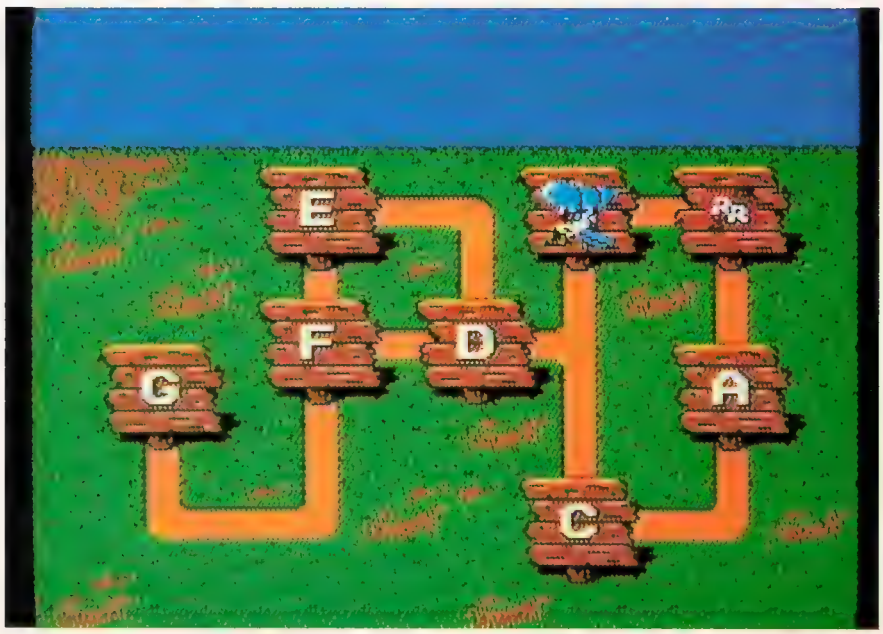


You can bet that the patrons of Fat Cat's Casino, Zone G, will be none too happy to see you. Watch out for charging Rhino Runners and other nasties.

Hot Tip: In the bonus rounds, go for the top rows, where you are most likely to find valuable stars.



The map charts your way across the levels of the game. It shows the start through Zone G. Zone A is the Park and Power Lines; Zone B, the Coffee Shop; Zone C, the Library; Zone D, Toyland; Zone E, the Country; Zone F, the Factory; and Zone G, Fat Cat's Casino. There are also bonus rounds at the end of each zone. These are rooms filled with crates that have a star or flower hidden under each one. You have to move quickly because the clock doesn't have much time on it. Once you get through Zone G, you are transported to a hidden set of three more zones, ending at Fat Cat's Home Base in Zone J.



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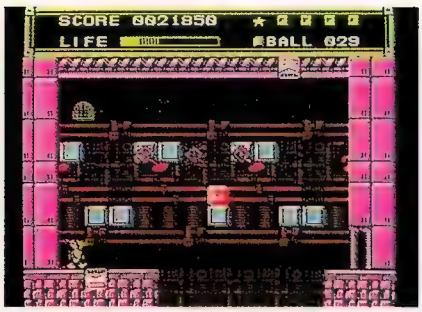
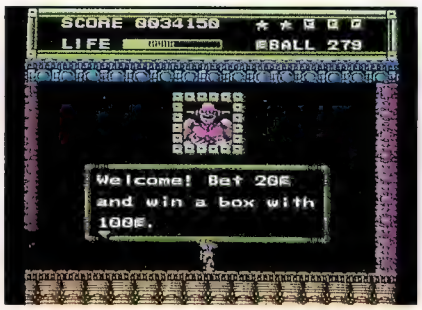
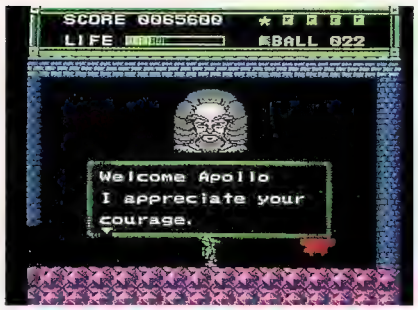


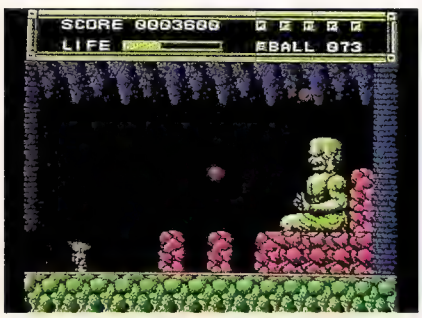
The game's screens include a lot of important information. Apollo is at the bottom left. He is just outside the entrance to an Air Well. On the opposite side, there is an Exit at the bottom. The semicircular icon at the top left is the entrance to a Message Room.



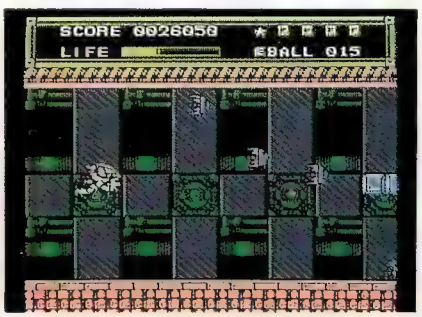
Go ahead and take a gamble; it's the easiest way to boost your holdings before you go to the Item Shop. Your odds are good: In many games one of the boxes is a jackpot, one a minor reward, and one a loss.



In the Action Mode the following items are available: Circle E for Energy Ball, which is like money; Circle L for Life Ball, which is used to recover the life level by one mark; Box E for Energy Box, a package of five E Balls; Box L for Life Box, a group of four L Balls; and the Force Star, which is the key to the mechanical castle. Available items in the Shooting Mode are Circle P for Power Capsule, which strengthens the attacking force, and Circle S for Speed Capsule, which boosts mobility.

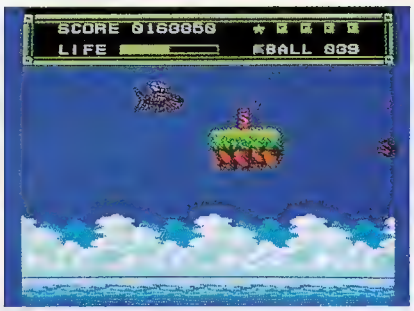


The scoreboard records your points. You get a power-up for each 50,000 points. Below the scoreboard is Apollo's Life gauge. When he advances a level, he earns four additional units on this scale. At the top right is the Force Star indicator; the squares are replaced with stars as Apollo's power increases. Below that is the E Ball meter; the maximum number you can store is 99.

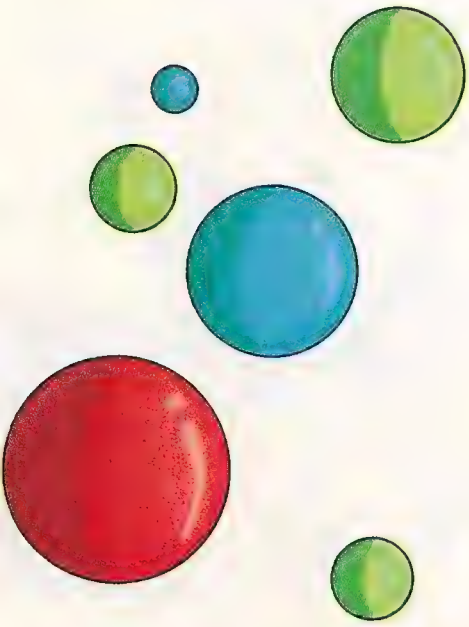


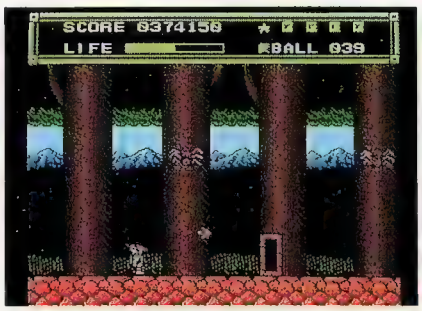
Power-ups include the Hand Beam, the 45B Ball, which ricochets off objects at a 45-degree angle; the Foot Wing lets you walk on air; the Wave Ball, which goes through walls and objects; the Moon Ball, which adds an extra moon to serve as a shield around Apollo; the Mirror, which adds a second Apollo; and the Typhoon, which turns Apollo's body into an invincible tornado for nine seconds.

The time is 800 years in the future, and the war-torn remnants of Earth are spread over five small islands in a nation called Xexyz. For hundreds of years, people have lived in peace, but suddenly Xexyz comes under attack from Goruza, a mechanical fortress. There are few weapons left, but that doesn't stop the brave hero Apollo, who takes on the entire invading army all by himself. You play Apollo.



You may skip over the adventure stages and go directly to the action scenes. From the title screen, choose Continue and enter the password A2A4A6A8A0. You start in Stage 2 and then move on through the even-numbered stages of the game each time you beat the large ship at the end of a stage. This code works through the end of Stage 10, when the game returns to normal play for the final two stages.





There is a password that takes you directly to the enemy bosses in the odd-numbered stages of the game: BBA1357912. The code works all the way through the game.

This evil-looking boss is Braiza.

Hot Tip: **You can gain access to upper levels of the game by playing through the shortened stages. When you lose all your lives—intentionally or accidentally—choose Password instead of Continue. Write down the password and use it the next time you reenter the game. This new code takes you to the point where you lost your lives.**

This boss is Jeliza, a nasty mechanical jellyfish.

Hot Tip: **These codes get you past the opening scenes and well into the game: D35B15409B for Stage 2-1 and C8825DC091 or 989E5CBC85 for Stage 7-2.**

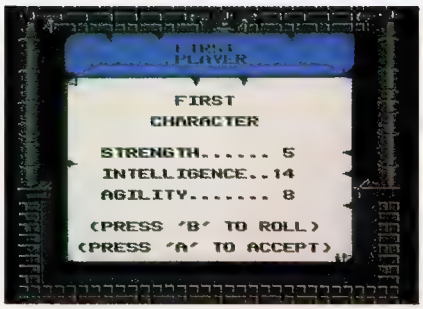
Grab an eyeful of the colorful but deadly flying eye, Stinza.

Hot Tip: **You lose the ability to walk on air if your Foot Wing is struck three times by enemy fire. Your Mirror Apollo is also lost if it is hit three times.**

SWORDS AND SERPENTS

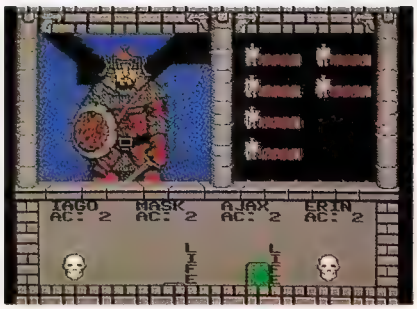
In a one-player game, you control all four characters in the quest. You can move them individually or as a group. In a two-player game, you choose one character as the leader, and the player controlling that character leads the others through the dungeon. Player one controls the first and third characters; player two manages the second and fourth members of the party. The leader cannot get into the inventory screens of other characters and cannot force others to buy or sell an item, cast a spell, run, or fight.

Hot Tip: If you use the NES Satellite™ or a similar adapter, one character will have to be identified as the leader, but each of the four characters will move through the game under the independent control of a player.



You may play the game as Iago, Mask, Ajax, and Erin, or you can make up your own party. If you use the existing group, you enter directly into the top level of the dungeon with a balanced set of characters: one warrior, one thief, and two magicians. If you create your own party of adventurers, the computer randomly shuffles through numbers and offers you ratings for each characteristic. The highest rating for any attribute is 14. If you want to improve on the offer, press the "B" button to get a new set of numbers. Once you have accepted a set of stats, you must choose a name and then a profession.

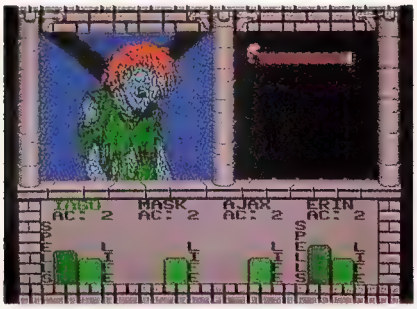
Hot Tip: You are unlikely to win the game unless you have at least one magician in your party.



The dungeon has 16 levels; the deeper you go, the more difficult the monsters become. Each dungeon is a 16-by-16-square grid. You can find yourself battling as many as eight monsters at the same time.

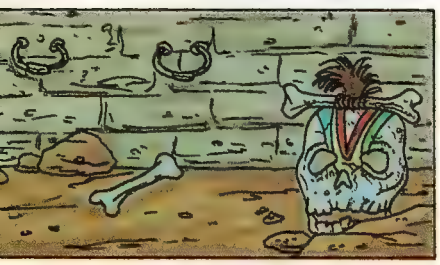
For hundreds of years, the countryside has been held under the terror of an awful serpent. It has made the crops go bad, the milk go sour, and the land heave. Many brave men have tried to kill the serpent that lives deep below the land in a horrifying 16-level maze. All these heroes have failed to rout the evil one, but now you think you know the tricks to finish him off.

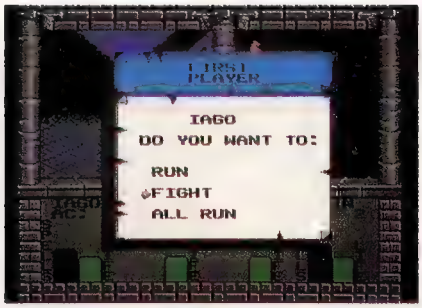
Swords and Serpents is an unusually detailed and beautifully drawn role-playing game. You are on a quest for the seven treasures of the Ruby Warrior. You battle scores of monsters, demons, and other evils. Each time you are victorious, you are rewarded with gold and experience. You can barter gold for better weapons and armor, but experience makes your characters stronger and smarter.



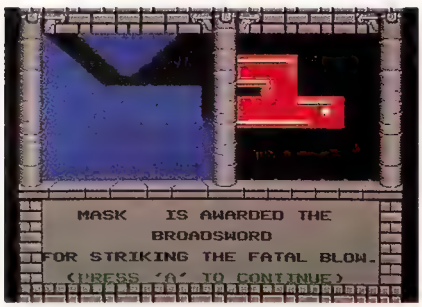
Use the "A" button to strike at enemies. To attack a monster's head, press the "Up" arrow at the same time you press "A." To attack its body, press the "Right" or "Left" arrow. To attack a monster's legs, press the "Down" arrow.

Hot Tip: Striking at a monster's head inflicts the most damage, but it is the most difficult offensive move.





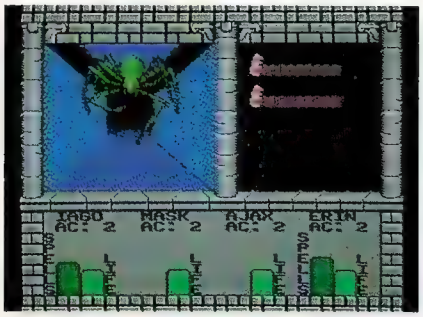
When you find yourself facing an enemy, you have three options. You can choose to stand and fight, to cast a spell, or to run away. Battles use the available players in a random pattern based on intelligence, agility, weapons, and armor.



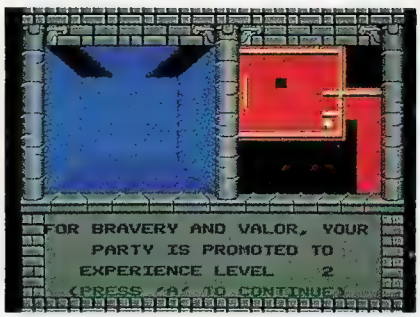
Warriors are the best fighters, and they wield the best weapons and wear the best armor. Thieves are especially agile. They can launch a sneak attack that disables an enemy with one blow.

Save your game at any time by pressing "Start." You receive five sets of long codes: one for each character and one for the entire game. *Swords and Serpents* saves Inventory, Experience Levels, Spells, Spell Points, Life Energy, Gold, Character Attributes, and Solved Puzzles. But it discards your Automatic Maps and Experience Points. Anytime you save a game, you always return to one of the temples. If you save from levels 1 through 4, you are brought back to Temple Level 1. From levels 5 through 9, you return to Temple Level 5, and from levels 10 through 16, you return to Temple Level 10.

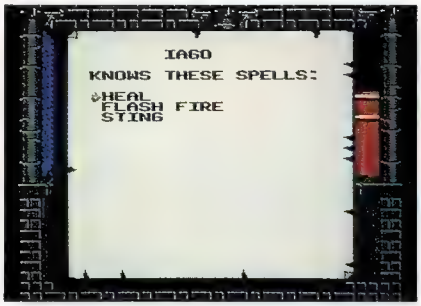
Hot Tip: The bad news about saving a game is that you are returned to one of three temples; the good news is that all your Health and Spell points are restored to their full level.



The screen is divided into three sections: At the bottom the Character Status Display gives information about the status of each of the characters. Beneath the character's name is an AC (Armor Class) rating between 1 and 6. The higher the score, the less likely the character is to be injured by a monster. The light green bar shows the current Health of each player; darker green bars show Spell Points for characters who can cast them. In combat the word *Hit* or *Miss* appears above the name of the character each time a monster strikes. At the top left, the 3-D Viewing Section lets you follow your movements through the dungeon. The computer simulates the view through your eyes: As you turn left, for example, the view rotates in that direction. At the top right corner is the Map/Monster Display. As you move through the dungeon, a map of the area you are exploring is drawn piece by piece. When you enter into combat, the map disappears and you see a display that shows the number of creatures you must battle and their current life force.

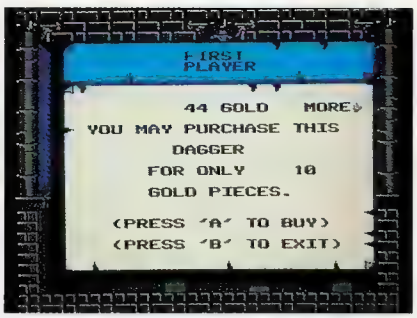


The number of points needed to advance to upper experience levels increases with each stage. You need 100 Experience Points to get to Level 2, 200 for Level 3, 400 for Level 4, and so on, reaching 6,400 points for levels 8 through 16.



To cast a spell, press the "B" button to display the Magic Menu. Choose the character who will cast the spell, and then pick the particular command to be issued. You may cast good spells, such as Heal or Shield, on other members of your party. You may use powerful bad spells, such as Death Mist or Stun, only against monsters. Magicians are the only characters who have Spell Points, and each kind of spell requires a different number of points. To restore your point level, you must go to a temple or magic fountain.

Hot Tip: If you're a magician, you don't need a doctor to heal yourself.



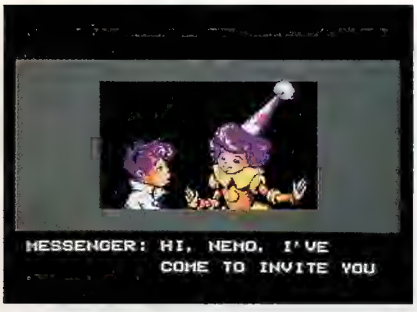
Take your gold to the armory to do some shopping. Available weapons include the sword, broadsword, staff, dagger, axe, and halberd (a combined spear and battle axe). You also can sell items you no longer need at half price to raise funds for other purchases.

Hot Tip: When you are totally unable to get out of the bind you're in, go to the Attributes/ Inventories Menu, select Last Resort, and see what happens.

Special Tip: Unless you have an incredible memory, the only way to make any sense of the 16 mazes is to chart maps as you go along. The instruction manual includes 16 grids and a set of suggested symbols to indicate such landmarks as temples, armories, doors, staircases, zoom tubes, teleporters, traps, and magic fountains.

LITTLE NEMO
THE DREAM MASTER

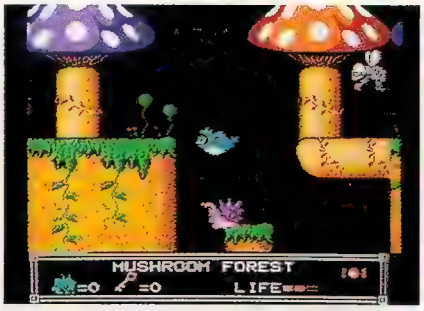
In 1905 cartoonist Windsor McCay introduced *Little Nemo in Slumberland.* It became one of the first successful weekly strips. McCay's comics told the story of a little boy's dream adventures, but like other kids' books at that time, the adventures were a series of entertaining morality stories. This colorful, fun adventure game also has good guys going up against bad guys, and with you controlling Little Nemo, the good guys are sure to win.



Sweet dreams, Nemo. A messenger from Slumberland invites you to come and play with the princess. Nemo has a little problem with this at first: "If she's a princess, then she must be a girl. I never played with girls before." But she isn't so bad because she gives you an endless supply of candy to use on your journey to Slumberland.

The Mushroom Forest is a dangerous place. At the start you receive a warning and an important tip from Flip: "Many of the creatures here will give you a ride if you feed them candy." Each creature also has a unique defensive skill that will help you along the way.

Hot Tip: **You can ride a forest creature for as long as you want. Jump off by pressing the "Select" button when you decide to continue your journey on foot.**

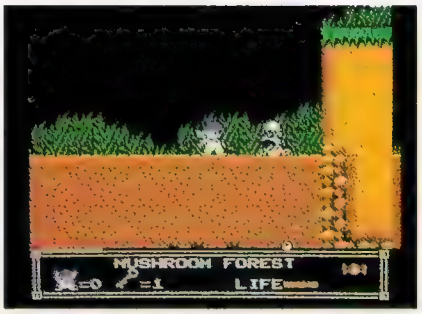


Spiny snails move slowly through the Mushroom Forest. Unfortunately, they don't like candy, so to get past them you must jump over them. When Nemo is a frog, as he is in this screen, he cannot only jump easily over snails, but he also can bounce them out of his way by bumping them with his belly.

Hot Tip: **The "Right" or "Left" arrow key adjusts the direction Nemo moves when he is jumping or falling.**

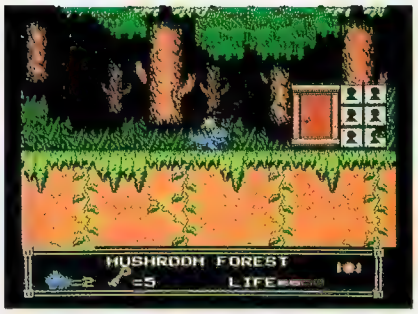
Get yourself into position and toss three pieces of candy into the mouth of the frog on the tree. Other friendly creatures include hermit crabs, gorillas, hornets, and lizards.

Hot Tip: Don't approach a creature—even a friendly one—too soon. A short while after a creature grabs the third piece of candy, it blows a bubble. This is your signal that it is safe to approach.



The mole is an especially useful creature. Feed him some candy and transform yourself for a boring adventure below ground.

Hot Tip: There is a Secret Hall in the earth beneath the place you find the first mole in the Mushroom Forest. Dig to the left and then down. When you leave the hall, you're on top of the largest mushroom.



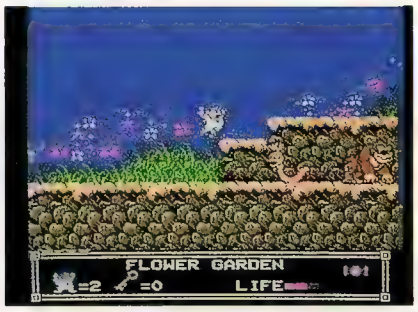
To leave the Mushroom Forest, you need six keys. Keep an eye on the key count that appears at the bottom of the screen so you know how many more keys you need.

Hot Tip: The sixth key in the Mushroom Forest is hidden on top of the waterfall. You can get to it with the lizard or the frog.

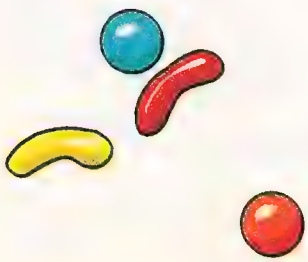
As a frog you have no problem swimming across the forest ponds.

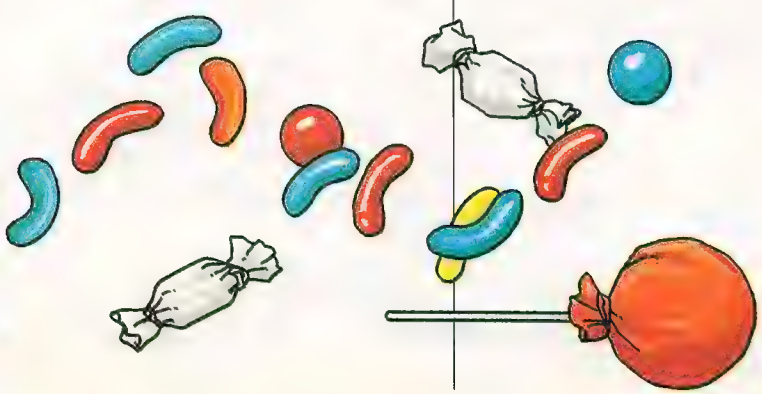
Hot Tip: Go down to the bottom of every pond. Many of them have secret passages with keys and power-ups.

Hidden in the earth, you find two keys that you need to get past the locked door at the end of the Mushroom Forest.



Use candy from your bottomless bag to stun your enemies for a short time. Toss candy at them, and then scoot on by while they're dozing.



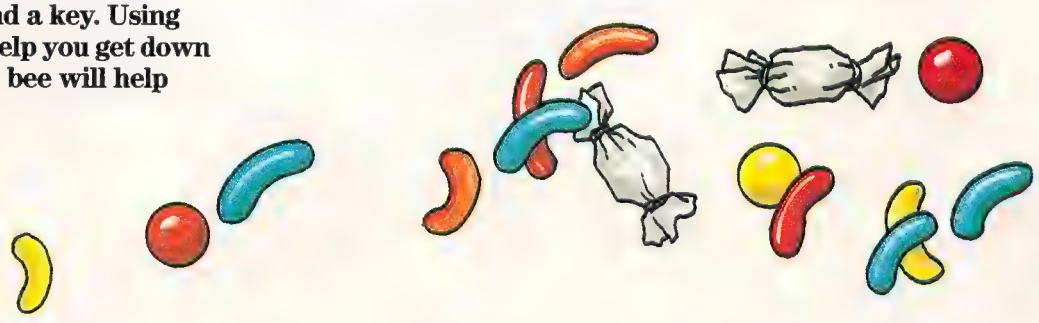


Ride the gorilla to the top branch of the tree where you find a key. Jump off the gorilla, avoid the falling seed, and quickly hitch a ride with the lizard on the other side.

In the Flower Garden some keys are suspended in midair. Feed the bee some candy, then you can transform into a creature that flies short distances. You can capture the key by touching the "A" button at just the right moment, but be careful to avoid the spiny traps.

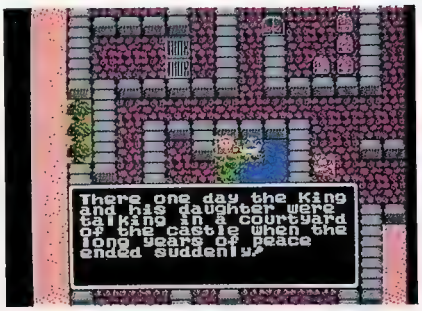
Special Tip: In the House of Toys, make your way toward the train's engine and stop near the front of the second car. This is a safe place, but you still have to dodge or jump to avoid oncoming toy planes and balloon attacks.

Special Tip: When you reach Nemo's House, head down to the basement to get a power-up, a Healing Box, and a key. Using the lizard will help you get down there; using the bee will help you escape.

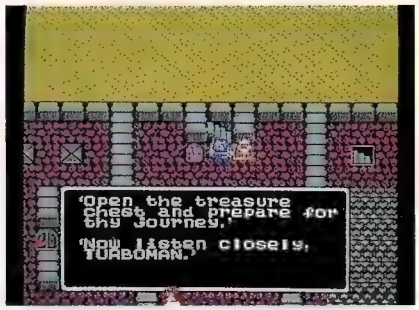


DRAGON WARRIOR II

At the beginning of the game, the story of *Dragon Warrior II* unfolds before your eyes. You have to watch this long prologue every time you start a new quest. But you can maintain logs of three different campaigns in the battery-backed memory of the game. If you do this, the other characters in the game call you by the name that you entered at the start of the game.


There one day the King and his daughter were talking in a courtyard of the castle when the long years of peace ended suddenly.

You are the brave prince of Midenhall, who is able to use any weapon and wear any armor. But you are a total flop as a magician. Luckily, one of your companions is well versed in the magic arts. Lift the curse from the princess of Moonbrooke, and she will join your quest. The princess cannot wear armor or lift heavy weapons, but as a magician she's positively royal. The third member of the party is the young prince of Cannock. He combines some of Midenhall's attack power with the magic power of Moonbrooke.



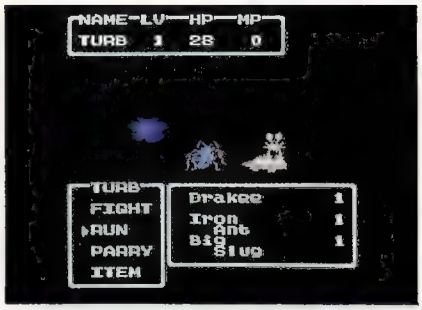
As you explore lands and seas, you issue the Search command to find out what is under the place where you are standing. When you discover a treasure chest, put your character over the chest and issue the command. If you are already carrying eight items, the treasure will be given to the next character. If all the characters are fully loaded, one of them can throw something away to make room for the new treasure.

In Japan *Dragon Quest* is one of the most popular role-playing-game series of all time. The first American installment of this game, *Dragon Warrior,* is much more detailed than many other games. But *Dragon Warrior II* goes way beyond the first game. It is played in a highly complex land that is four times as large.

The Kingdom of Alefgard has been plunged into darkness by the theft of the balls of light from Tantegel Castle. To make matters worse, the evil Dragon Lord has run away to Charlock with his booty, leaving Alefgard under the control of a horde of monsters, ghosts, and dragons. The ruler of the besieged land, King Lorik XVI, knows that his ancestor, King Lorik the Original, once called upon a brave warrior named Erdrick to rescue his kingdom from similar enemies. He calls on you, a descendant of Erdrick, to help save Alefgard again.

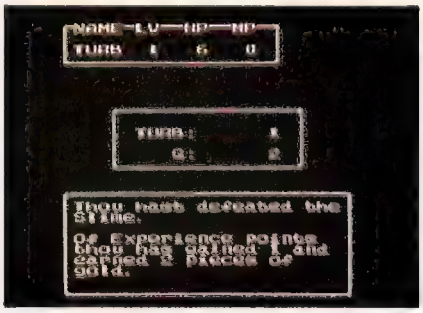
You must visit the six castles of Alefgard to complete the game. To master your quest, you have to navigate across plains, deserts, and mountains, and go through caves, forests, and bushes. You can cross the sea, but not the shallows, in a ship.

Hot Tip: **Beware of poisonous swamps. You lose HP (hit points) with each step you take there.**

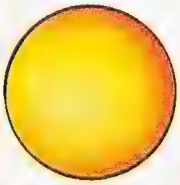


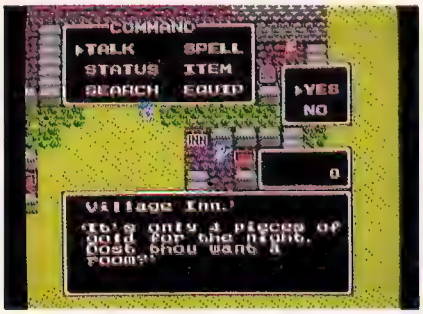
The Fight Command Window appears on-screen when you come under attack. If you choose to fight, you can use any weapon you have acquired. Most enemies require more than one blow. Watch your hit points and stop fighting when your injury level is too high. The screen turns red when you are seriously injured. Run away if you think you will suffer too much damage in a fight. But some enemies are so powerful you can't even run away, so this is not always an option. In this case it is a good idea to parry the attacks of enemies. You won't inflict much damage, but you won't be badly injured.

To check out the status of your character during the game, press the "A" button. You will see an information screen that includes strength, agility, hit points, maximum hit points, magic power, maximum magic power, attack power, defense power, and experience points. Hit points show your remaining life force. This number decreases when an enemy hits you. If your HP reach zero, the game is over. Magic points indicate your power to cast spells. Each time you cast a spell, your MP decrease.

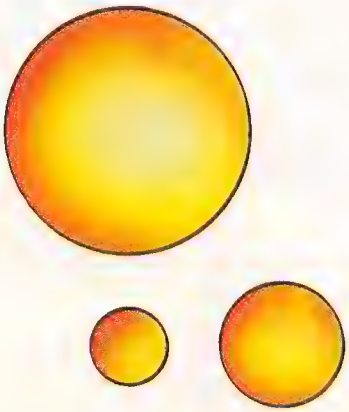

NAME LV HP MP
TURB 1 6 0
TURB:
G: 2
Thou hast defeated the Slime.
Of Experience points thou has gained 1 and carried 2 pieces of gold.

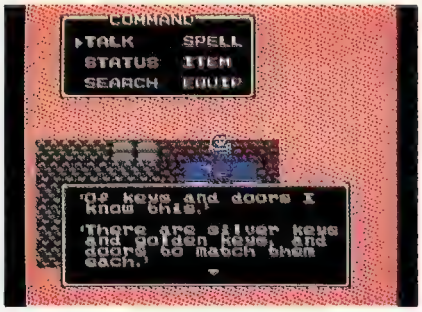
The more enemies you defeat, the more experience points you gain. But as you become more experienced, your challenges become more difficult.



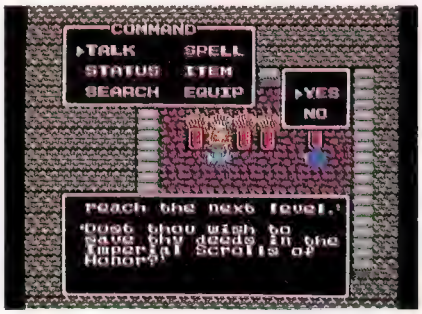


Take a break every once in a while. Staying at an inn restores your magic points and hit points to maximum levels.




COMMAND
▸TALK SPELL
STATUS ITEM
SEARCH EQUIP
'Of keys and doors I know this.'
'There are silver keys and golden keys, and doors to match them each.'

Talk to the people you meet. You may gain valuable information that will help you in your quest. Face your character in the direction of the person you want to interview and issue the Talk command. In a store you can talk to someone over the counter. In a jail you can converse through the bars.

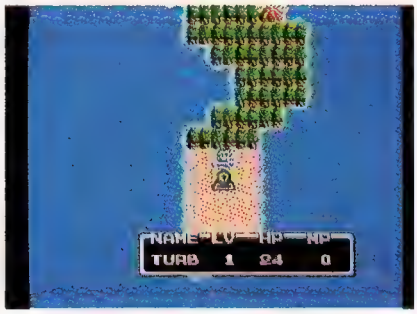


Save your status regularly. This allows you to be more daring in your attacks against the most dangerous enemies you face, because you can always return to the same place even if you lose the battle.

Hot Tip: Use the Copy a Quest command at the start of the game to make clones of your character. Then you can experiment with several different ways to solve a problem.

Special Tip: Engage the assistance of a furry friend to find the Golden Key. Torval loves dogs, and you find one in the town of Zahan. Follow him to the place to search for the key.

Despite the drama that accompanies your character's death, you can always come back and try again.



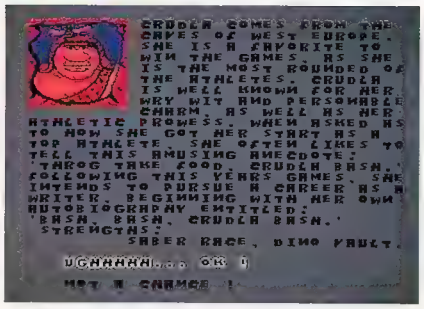
You must find the Echoing Flute before you can locate the missing crests. Dive into the water and use the Search command to retrieve sodden lost treasures. Bring the goodies to Lianport, and you will be able to find the flute.

Special Tip: The Stars Crest is inside a tower on a small island. Listen to the old man who will show you the way. The Sun Crest is near the Fire Monolith, and the Moon Crest can be found in Osterfair. The Water Crest is in an underground jail; the Life Crest is in Rhone.

CAVEMAN GAMES

In this video athletic competition, cavemen and cavewomen go head to head in six very old-fashioned games. Experience the thrill of bareback dinosaur racing. Test your strength in mate tossing. Get your timing right when you pole-vault over a hungry caveman-eating creature or you may end up as lunch. These games are like nothing you've ever seen on television. Just because they are silly, don't be fooled into thinking they're easy.

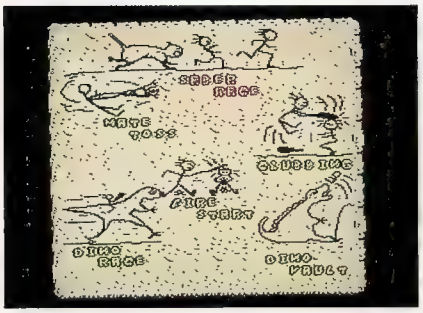
Here are the contestants in the Caveman Games. Glunk is one of the first champions of the martial arts, particularly club-fu. This explains his excellence in the clubbing contest. They call Thag Mr. Charisma because of his dashing good looks and his excellence in the mate-tossing contest. Also competing is Ugha from Eastern Europe, who has a fine pair of wrists that he puts to good use in the fire-making contest. Gronk, who is a rock musician (pounding the sticks, bones, and rocks), is an all-around athlete, except when he loses his sense of rhythm.



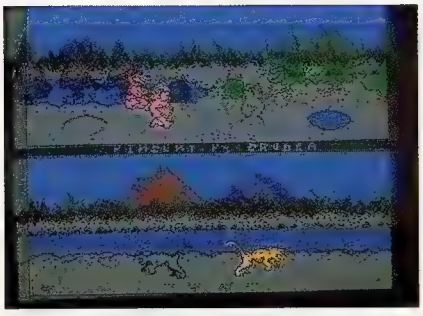
Read the biography of each contestant to find the one you most want to be. Here is Crudla's life story. She is the favorite to win the games. If you want to select Crudla, just accept the offer at the bottom of the screen. If you want to check out the other contestants, tell her, "Not a Chance!" and move on.

Hot Tip: **Crudla is a good performer in every event, but she can be beaten. Gronk can overpower all comers, unless he gets carried away and starts clubbing himself.**

Vincent carries the hopes of our part of the world, ancient North America, but he can't seem to carry much more. This guy is the official nerd of the Caveman Games. He is best known for his highly developed sense of fear. He has no strengths at all.



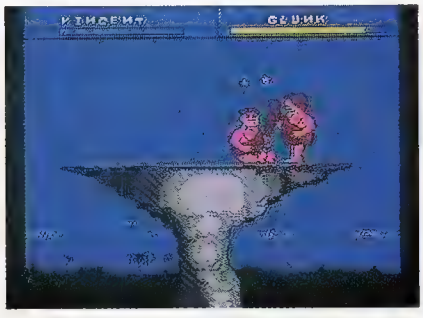
Let the games begin. The scorecard lists the challenges: Saber Race, Clubbing, Dino Vault, Fire Start, Dino Race, and Mate Toss. You can choose to enter into a six-event competition against a friend or the computer. Before you compete, you can practice each sport as much as you want.



The Saber Race has nothing to do with sword fighting. It's a race with a saber-toothed tiger. The two racers are on the upper screen, and the tiger is below. The winner earns a medal; the loser becomes the tiger's supper.

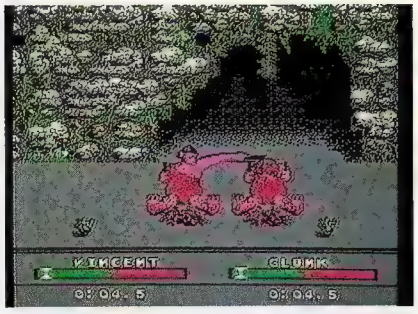
Hot Tip: The rules of good sportsmanship were not yet written when these games are played. In the Saber Race, you can win the contest if you bump your opponent into the path of the hungry beast.

Vincent has managed to build up the courage to toss his wife down the field. Rock the "Left" and "Right" arrow keys back and forth to build up as much speed as you can. Then press the "A" button to set the angle of release. Let go of the buttons at the highest angle and maximum speed to send the projectile (your wife) down the field the greatest distance.



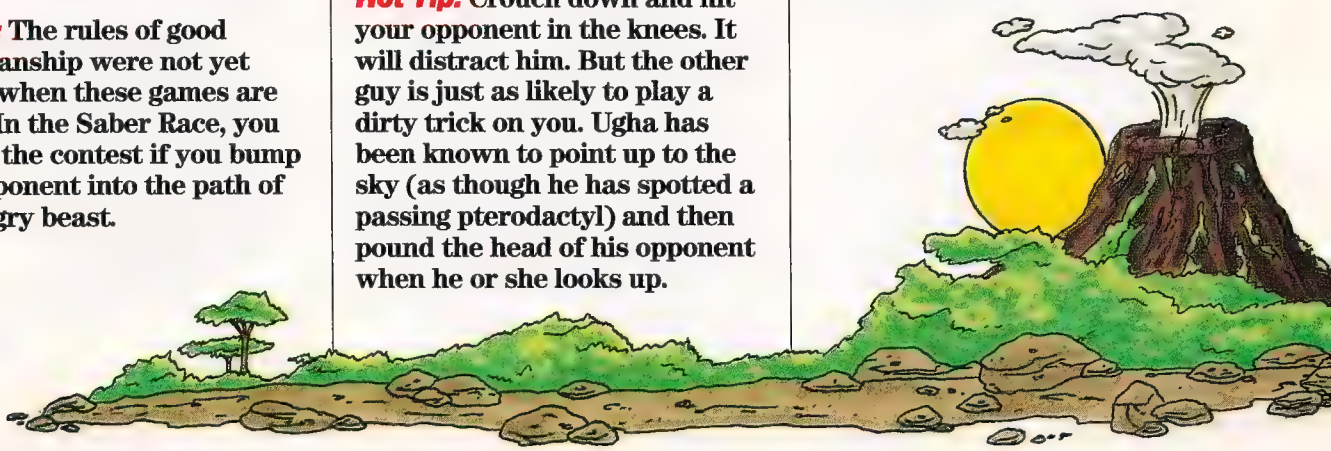
Vincent is about to fall to Glunk in the Clubbing contest. Watch your step. Try not to get backed all the way to the edge of the rock, or it will crumble and drop you out of the contest.

Hot Tip: Crouch down and hit your opponent in the knees. It will distract him. But the other guy is just as likely to play a dirty trick on you. Ugha has been known to point up to the sky (as though he has spotted a passing pterodactyl) and then pound the head of his opponent when he or she looks up.



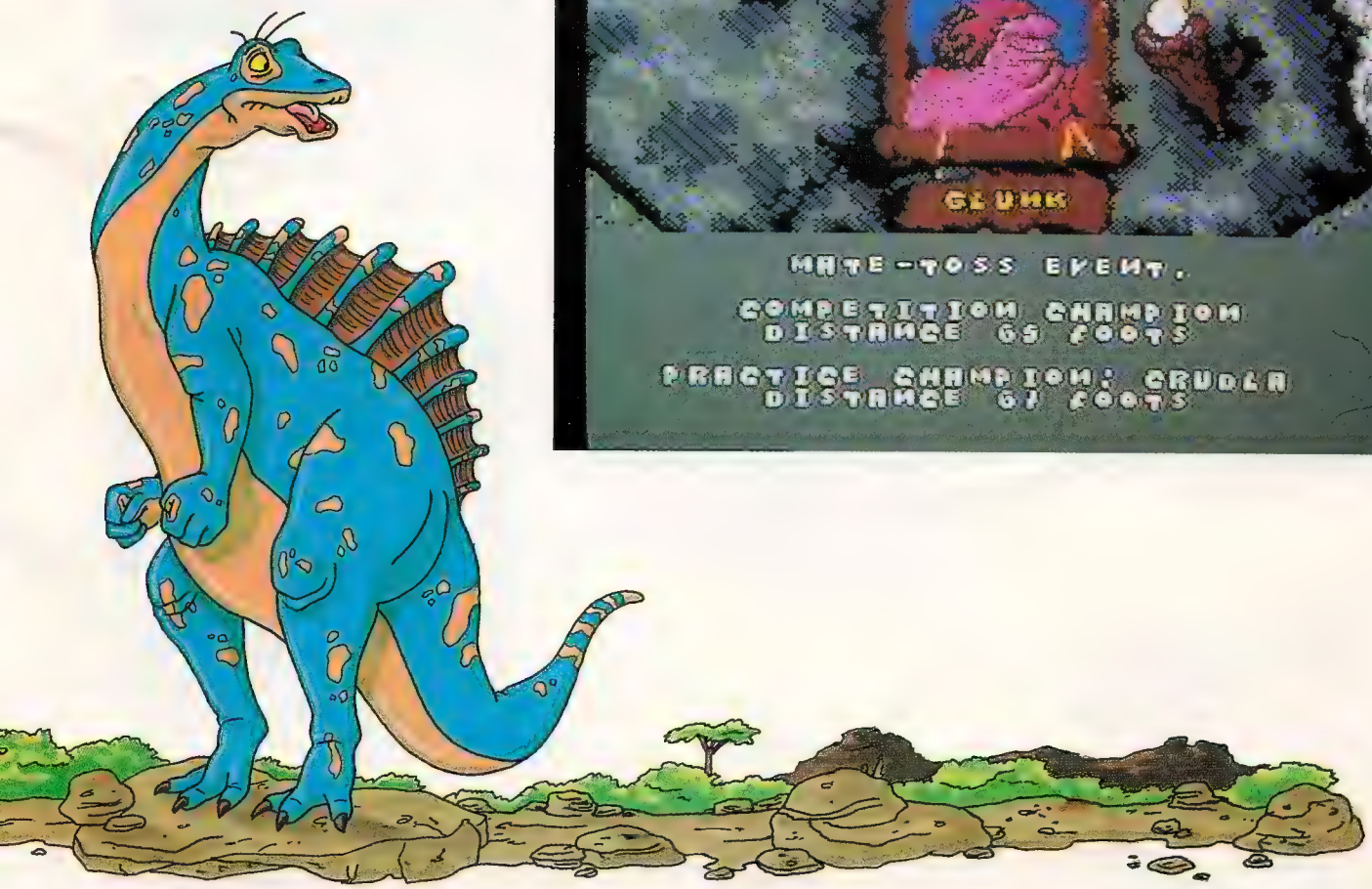
Here is an aerobic workout for your thumb. Rub the sticks harder and harder until sparks fall on your kindling. Then put your head down and blow on the tiny flames until you have a fire. If your opponent gets too far ahead, you can stop rubbing for a moment and bonk him on the head to slow him down.

The Dino Race is all in the timing. Jump before you get to the rocks and you will soar over them. Don't hit your dino too hard or too much. If you do, he may become confused and start running backward.

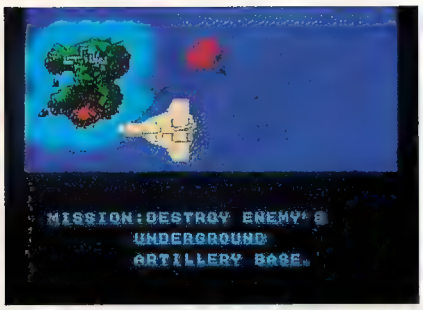


There are three critical steps in the Dino Vault. You don't want to make a mistake here unless you'd like to polish a tyrannosaur's teeth with your body. Build up as much speed as you can, plant the pole just short of the crevasse, and then release yourself at the top of your upward arc. Sounds easy, doesn't it?

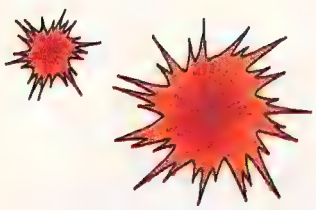
When it's all over, you hope you will be enshrined in the Caves of Fame.



HEAVY BARREL

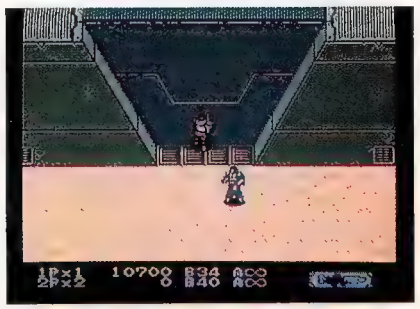


You have to clear six perimeter areas to get to the Launch Authority Security Area where the terrorists are holed up. Here is your briefing at the start of Perimeter One: Surface Defenses. When you first enter this area, you only have a single machine gun and 50 grenades. You had better work quickly to pick up better guns and ammo. Shoot the red terrorists, and they will drop keys.



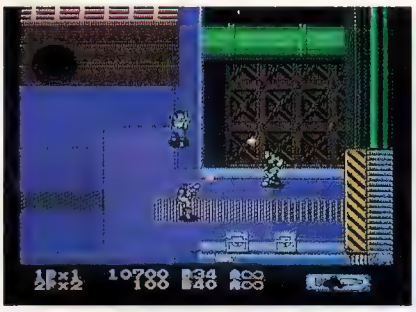
This screen contains the basic elements of the game. The purple squares are weapons' lockers; they contain weapons, ammunition, and pieces of Heavy Barrel. To the left of your character, just below the tank's projectile, is one of the keys you need to open the lockers. You can carry no more than four keys at one time. At the lower right of the status display, you can see the kind of gun you are carrying. The enemy tank has just fired wildly at you. Its aim will improve quickly, so get ready to fight.

You have to run a gauntlet of tanks and enemy soldiers to cross this wooden bridge over a raging river.



On the other side of the bridge, you must battle a huge attack tank to get to this gateway. Fire into the void to open the door to Perimeter Two.

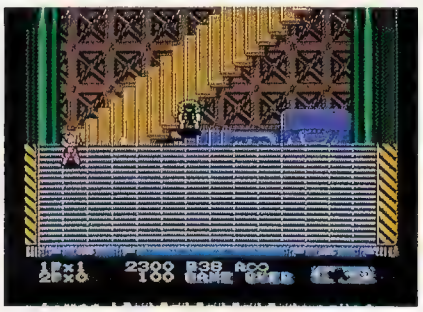
The scene is a modern nightmare: Terrorists have taken control of a nuclear missile site. They believe that this gives them enormous power, but the bad guys don't know that the only weapon that can bring them down is hidden within the missile site itself. It's up to you to battle your way into the fortress, find the six scattered parts of Heavy Barrel, and destroy the terrorists. The villains are formidable enemies. They come at you in jet packs, attack helicopters, fortified gun emplacements, and tanks. But you can handle it.



Inside the Weapons Assembly Area, you have to ride several elevators. This is an exciting way to travel because you are exposed to enemy fire much of the time. You carry only one kind of weapon at a time, but you can keep a second in reserve. The weapon you pick up automatically becomes your current device. The one you had been using becomes the backup. Whenever you use up a weapon, you start using the one you have in reserve.

Hot Tip: You have an unlimited amount of ammunition for your basic machine gun. The Laser Gun, Pellet Gun, or Flame Thrower each has only 90 shots. When you grab a box of grenades, you'll find 50. Maces, Super Grenades, and Smoke Bombs come in groups of 40.

On the elevator platform, everything seems peaceful and calm. But not for long.

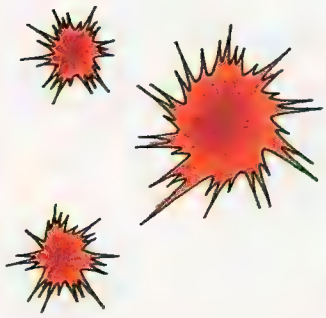


Position your character at the edge of the elevator platform. Then pick off an entire platoon of enemy soldiers as they come down the stairs to attack you.

At the bottom of the elevator shaft, you have to get past a set of nasty manipulator arms that will try to maneuver you to your death. If you can escape their grip, you will find the locked door to the next area.

Hot Tip: The key to the door to Perimeter Three comes out of the barrel of your gun.

In Perimeter Three: The Quarry, you have to negotiate a maze of railroad tracks that are patrolled by terrorists who hitch rides in moving coal cars. Watch out for their bullets and avoid the cars.

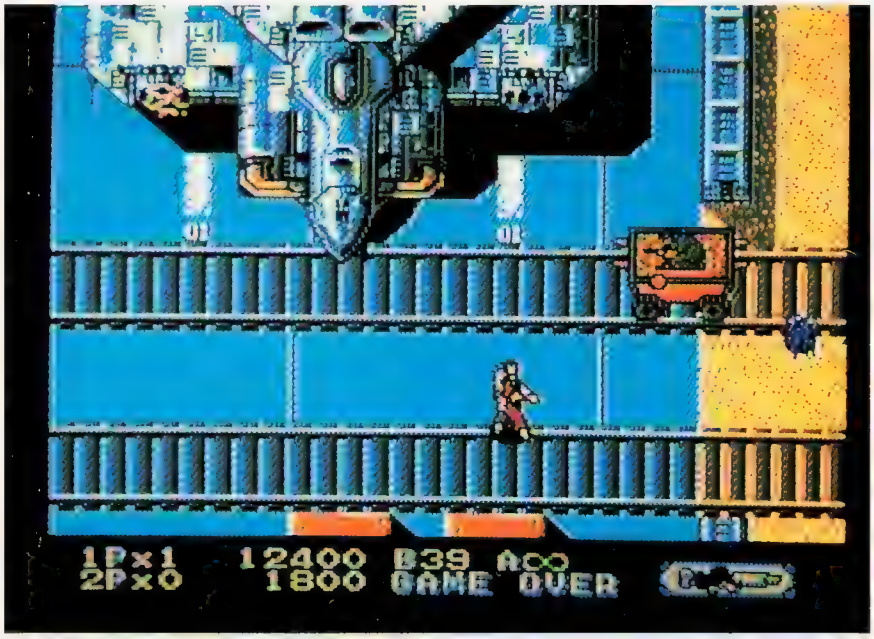


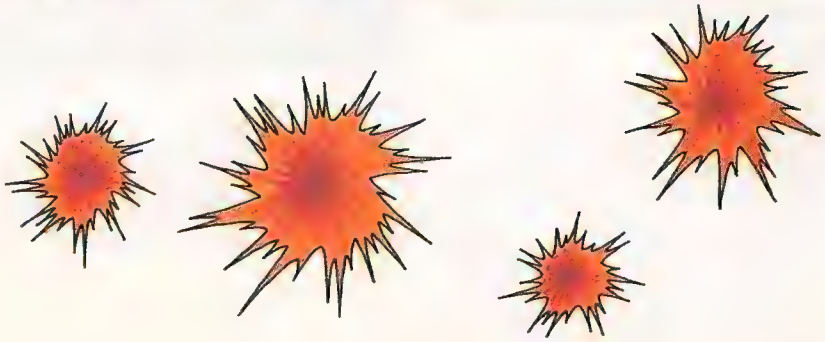
This huge armored anti-personnel vehicle stands in the way of the door to Perimeter Four: The Maze.

Hot Tip: Any key will open any locker, but there are many more lockers than there are keys. Every time you play, the contents of the lockers are the same. Make notes on the locations of the good ones, and skip the others.

Special Tip: You can only beat the Launch Authority Security Area at the end of the game if you have Heavy Barrel in hand.

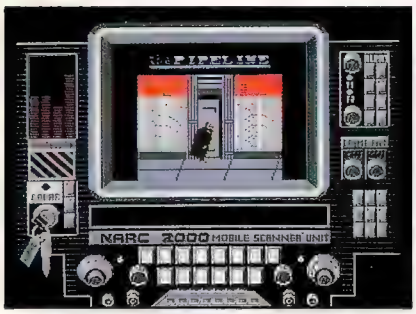
Special Tip: Double your continues by plugging two controllers into your deck and starting play with Controller 2. Go through the game as far as you can with the second player. When you have lost all your lives, you are given the option to resume play by pressing the "A" button. Ignore this suggestion and switch over to Controller 1. After you have used up all the first player's continues, switch controllers.





NARC

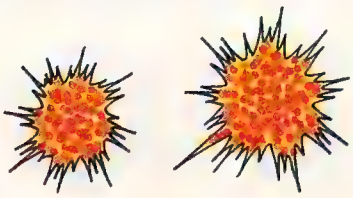
Just say yes and you get to be a narc who is out to bust Mr. Big and his drug-based criminal empire. There is a lot of action and some beautifully drawn screens in this translation of an arcade hit. You play the role of Max Force from Narcotics Opposition (N.O.). It is the year 1997, and unfortunately the war on drugs has not been going well. The N.O. has targeted dealers, pushers, mobsters, gangsters, and even psycho clowns.

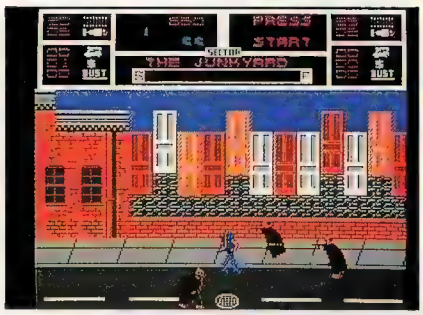


You receive your instructions or the screen of the Narc 2000 Mobile Scanner Unit at the start of each level. The first challenge is against the Das Lof Gang, a group of persistent but not particularly fearsome international drug traffickers. Later in the game, the bad guys are tougher as you move through the chain of command to the chemists, growers, and private armies to get to the boss, Mr. Big.

Your custom Narcmobile is a specially modified Porsche 911 Turbo Carrera. It delivers you safely to the start of your quest at the junkyard. Be ready to fire as soon as you get out of the car. Practice so that you can press the "A" button to fire your machine gun or just tap it to fire the rocket launcher.

Hot Tip: To bust a bad guy move on top of him and wait a second. He will raise his hands in the air and then be removed from the screen. The bust is recorded on the status screen.



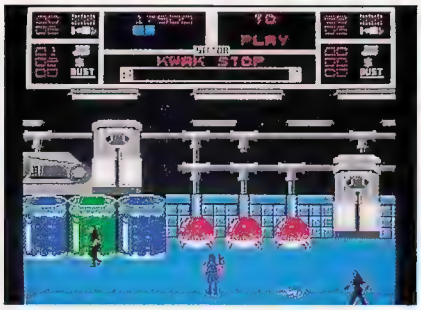


On the street you need to react quickly. Shoot the bad guys and grab any packages of drugs or money they drop. If you can do so safely, make an arrest for extra points.

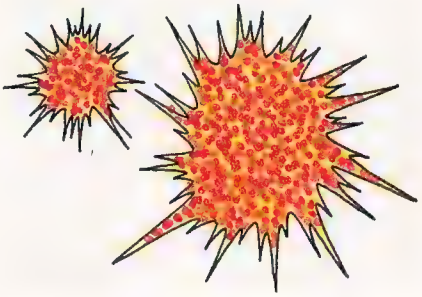
Hot Tip: You can double your lives by plugging in a pair of controllers. Start your game using Controller 1 to direct the crime-busting action of Max Force. Go as far as you can into the game. You have three lives to lose, so keep an eye on the number of lives and the energy-level meter at the top of the screen. When you are down to your last life, be prepared to press the "Start" button on the second controller just before Max Force dies. Continue the game from this point, with three more lives, as Max's red partner, Hitman.

Look for the arrow over a door on the street and head downstairs to the Pipeline. It looks like a subway train in a station. You have to fight your way from left to right on the platform to the exit. Be careful around the doors of the train; they open to let out more terrorists. You also have to shoot the dogs that come at you before they latch onto your leg and slow you down. Pick up a safe card near the exit so you can get out the door alive.

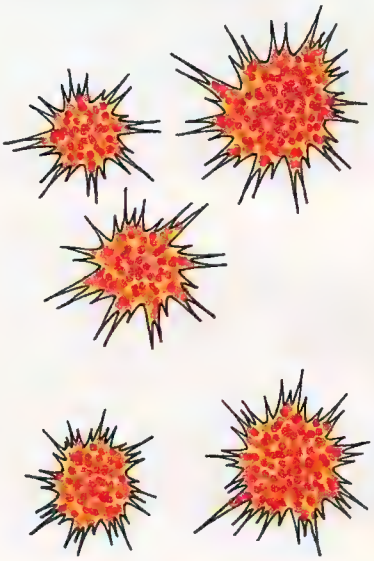
Hot Tip: You earn more points when you bust criminals than when you shoot them. But you are more likely to get hit yourself if you stop to make a bust. Be careful out there, Narc!



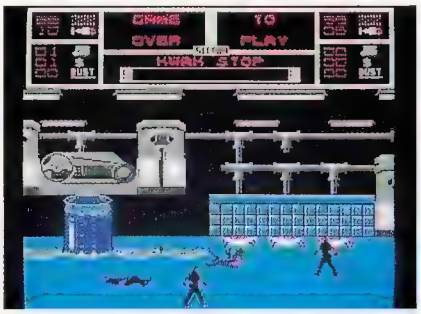
The bad guys put up a fierce fight to protect the processing vats in the narcotics laboratories. You have to dispatch dozens of defenders. While you're at it, shoot as many of the blue and red vats of chemicals as you can to put the dope dealers out of business.



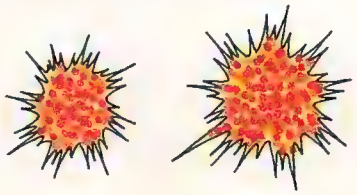
When you come out of the lab, you are on a bridge. This handsome dude is Joe Rockhead, the boss of this section.



Your next assignment lands you on K.W.A.K. Street, where you must fight your way to the underground processing plant. Keep your eyes open; just when you think you're in the clear, the bad guys' helicopter buzzes you. First it comes from right to left and then from left to right. Stop and change directions to avoid its fire.



After you have cleaned house down on K.W.A.K. Street, a safe card of the proper color appears and the exit door opens.



On the bridge, you find the Narcmobile. Run up to it and press the "A" button to jump in, and then use the arrow keys to steer. You earn points for each bad guy you run over.

Hot Tip: You lose the Narcmobile if you crash into a dumpster at high speed, hit a helicopter, or drive over a land mine.

On the bridge you have to negotiate your way around huge stacks of drugs.

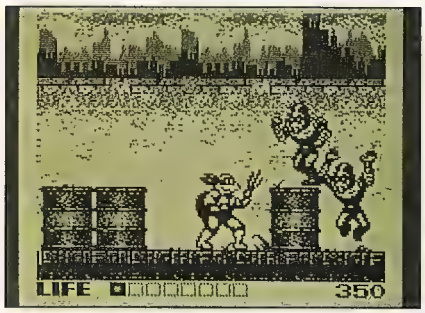
Some characters on the strip walk around with guns. Look for the Kennel, and then go from there to Kinky's Bigtop, the Swamp, and finally the Scrap Heap.

Hot Tip: To defeat a pit bull, crouch down to its level.

GAME BOY

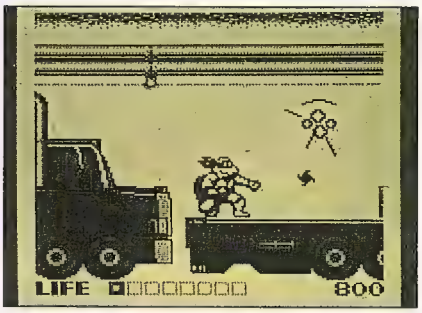
TEENAGE MUTANT NINJA TURTLES: FALL OF THE FOOT CLAN

Cowabunga! It's the Turtles on the tiny screen in a big adventure. Their favorite newsperson, April O'Neil, has been kidnapped by their least favorite bad guy, Shredder, and his Foot Clan army. The challenge for Raphael, Michaelangelo, Donatello, and Leonardo takes them to five of New York City's least attractive sites: a downtown traffic jam, a yucky sewer, a street battle in a tough Queens neighborhood, the waste dump ravine, and Technodrome Tower. The super-powered High Karate Dudes, otherwise known as the bosses of this game, are the evil Krang, Baxter Stockman, Rocksteady, Bebop, and Roadkill Rodney.



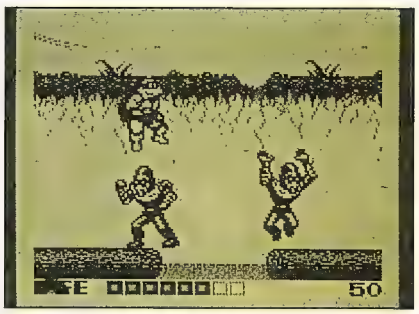
Raphael is out to make soup of these Foot Soldiers in Stage 1, which takes place on the crowded streets of lower Manhattan. Raphael wields a wicked Sai, a razor-sharp three-pointed poker.

Hot Tip: **If you're a diligent explorer, you can find three hidden bonus stages in the sewers. There you get 10 chances to guess a secret number between 0 and 999. The game lets you known whether your choice is larger or smaller than the correct answer.**



Donatello crouches down to toss Shuriken throwing stars at an enemy in a battle that takes place across the tops of a moving convoy of trucks on the streets of Queens. Here you meet the fearsome Baxter Stockman. Fight off the balls he tosses at you, jump up when he dives down at you, and try to swat him in midair.

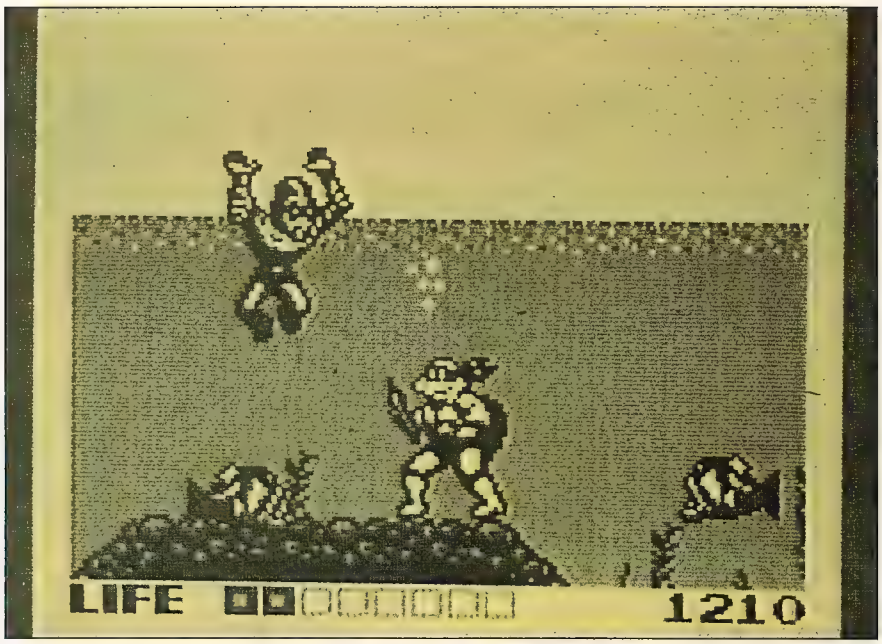
Hot Tip: **You have unlimited Shurikens, and they are very effective against most enemies. But don't waste your time trying to defeat the High Karate Dudes with them. You need to come in close and fight like a Turtle.**



Jumping Turtles! The longer you press and hold the "A" button, the higher your character jumps. If he jumps high enough, he rolls into a midair somersault and can vault over most enemies. While a Turtle is in flight, you also can press the "Left" or "Right" arrow to maneuver and avoid bad guys.

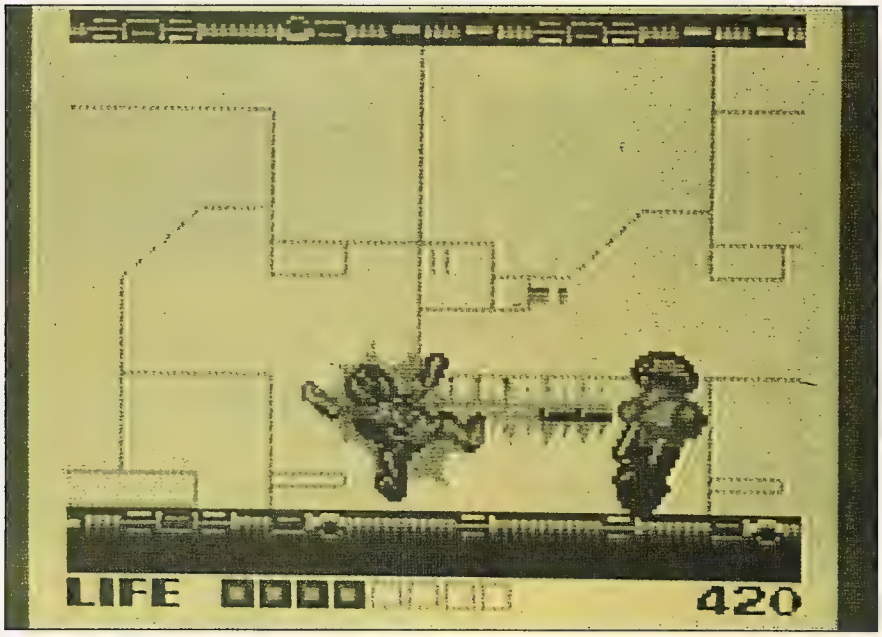
Hot Tip: **Pay attention to which Turtle you select at the start of each stage. Once you begin, you cannot change Turtles.**

In the Waste Dump Ravine of Stage 4, your Turtle moves in and out of toxic sludge. Even down here, a weary Turtle can find some pizza to eat. Each slice restores two points to the Life Meter; eat a whole "za" for four points and a higher score.



Roadkill Rodney, one of the more difficult bosses, defends the Technodrome Tower. You also have to beat off flying Mousers in this stage.

Hot Tip: You can start your rescue effort at any of the five stages of the game, but the only way to make it to the finale of the game is to start at Stage 1 and work your way through.

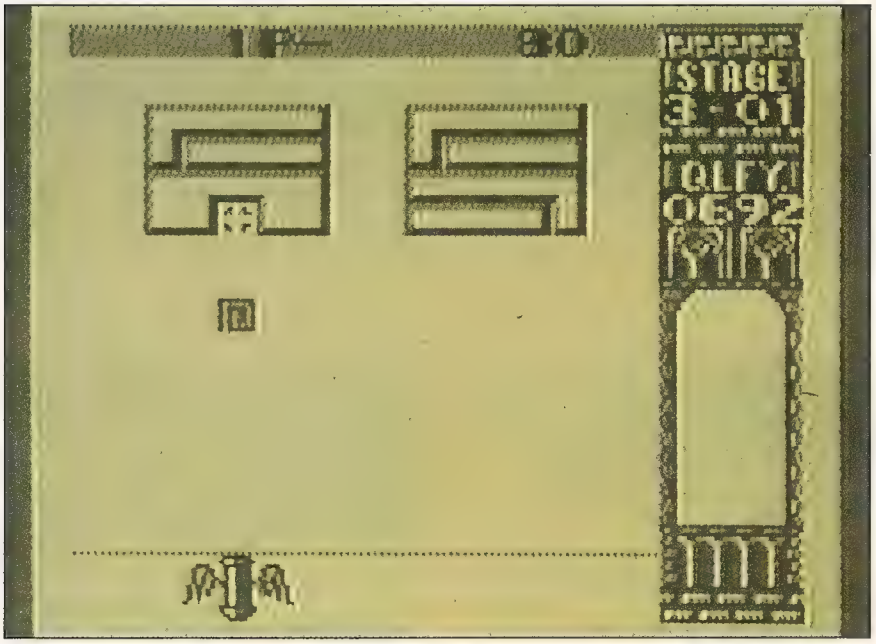


QUARTH

Has *Tetris* driven you so crazy you want to stand on your head? That's good because here is a game for you: *Quarth* is *Tetris* played upside down. This hand-held challenge calls on you to defend against 10 different odd-shaped block patterns that fall from the top of the screen. The object of the game is to keep the blocks from reaching the bottom by tossing up blocks to fill in the patterns until they form complete rectangles or squares.

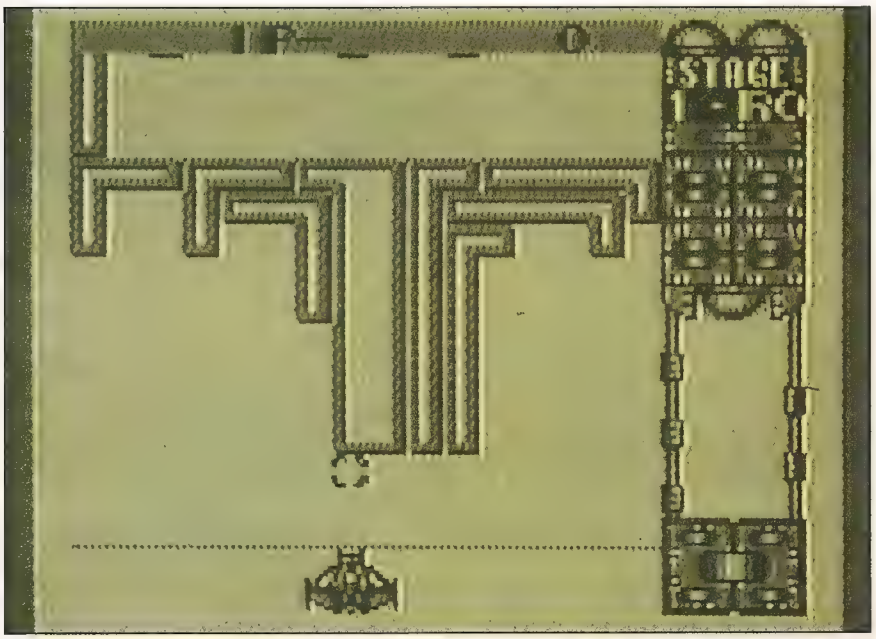
This incoming block will fill the rectangle above and remove it from the screen. In this game there are two available playing surfaces: random, in which the falling blocks enter the screen in an unpredictable order, and competition, in which each of nine stages has a particular number of block patterns that must be eliminated before you can advance.

Hot Tip: **You save time by moving your blockbuster as little as possible and shooting only the minimum number of squares to remove block patterns. But you will score more points by completing larger block patterns.**



The end is near, but the situation may not be hopeless. Move to the left and quickly try to fill in the left-facing L to open the first column of the shape directly above. If the lowest block touches the bottom of the screen, you will be Quarthed.

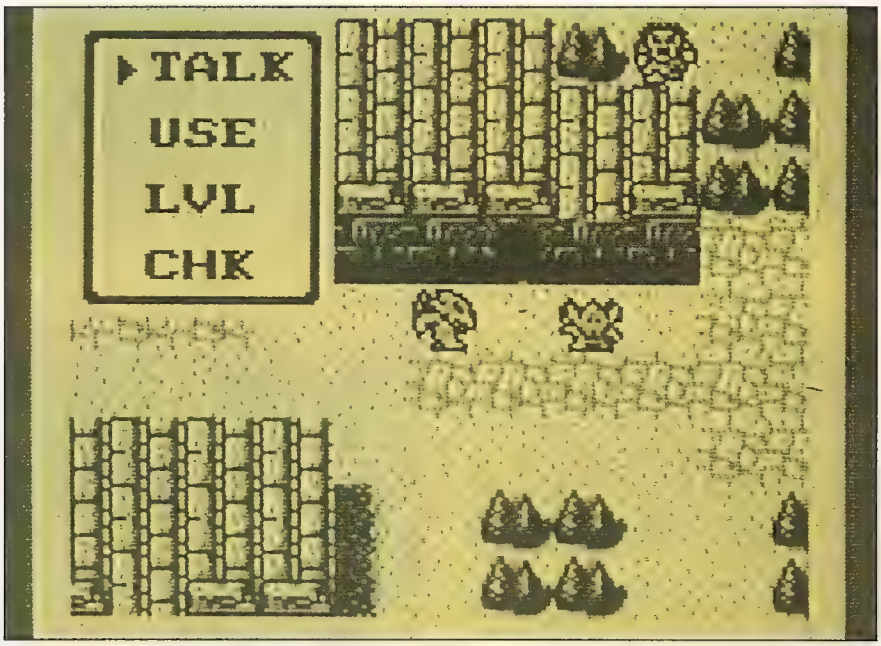
Hot Tip: **In the competition mode, once you have eliminated the requisite number of blocks, the QLFY (Qualify) display changes to Bonus. You then continue to earn bonus points for each block cleared until you get to the end of the stage or you are Quarthed.**



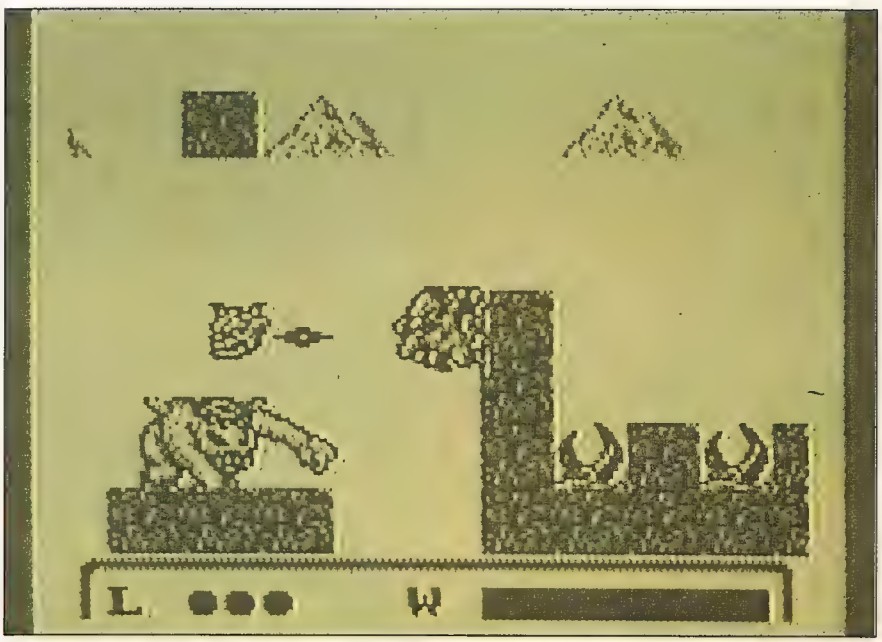
GARGOYLE'S QUEST

Do you like action games? Or do you prefer a role-playing quest? With *Gargoyle's Quest,* you don't have to choose: This game combines fast action with complex adventure. Friendly Ghoul Realm has been invaded by the Destroyers once again. The first time these bad guys came around, fire from the sky mysteriously wiped them out. Your goal as Firebrand is to bring back this magic flame and destroy the Destroyers.

In the introductory scenes for each stage, you have a bird's-eye view of the landscape, which you explore by making selections from an options menu. The choices are Talk, which lets Firebrand converse with the character he is facing; Use, which tells Firebrand to use one his magic items; LVL, which asks the computer to display Firebrand's status (including Level) and the items he owns; and CHK, which requests the computer to check, examine, or obtain any items found.

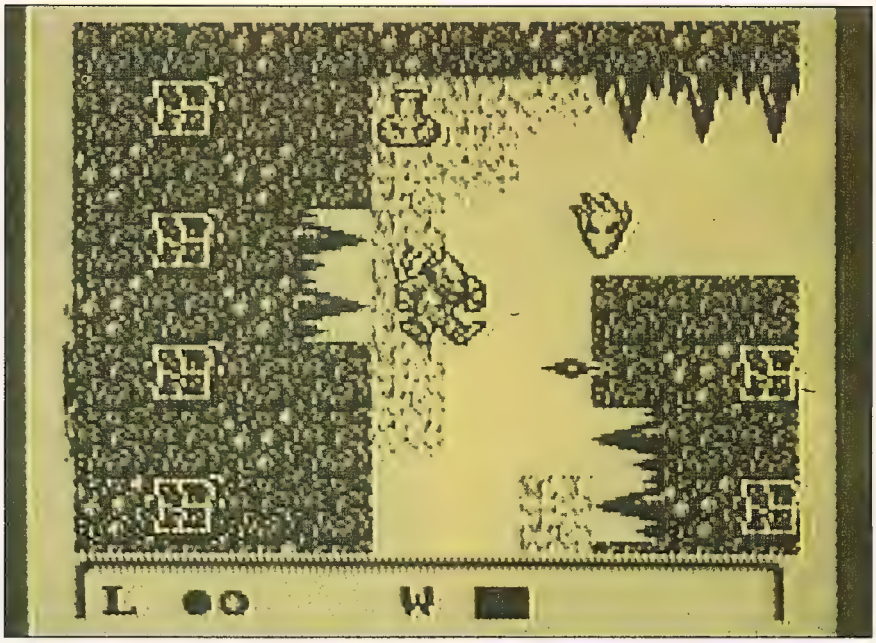


Talk about an unfriendly welcome! Gorillar awaits Firebrand's arrival here in a side-view action scene. The other enemy bosses include Dreadwing, the beastly bee; Malgor, the skeleton bat; Bone Snapper; and a nasty man-eating plant that also eats gargoyles.



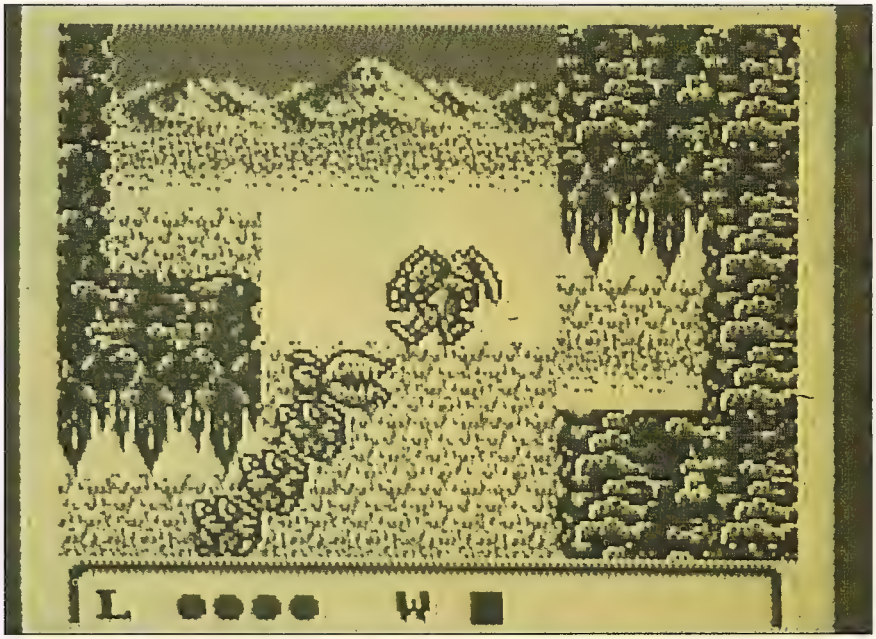
One of your first challenges is climbing up this wall. Use your gargoyle's claws. You must avoid the sharp spikes on the sides and top of this passageway, as well as the little flamer that sits in the way. There is a vial of magic at the top center of this screen, but getting to it may be more trouble than it is worth.

Hot Tip: Use Firebrand's powerful claws to attach yourself to walls and other surfaces. While you're hanging around, you can still use your fire-breathing weapon and send flames out in any direction away from the wall.

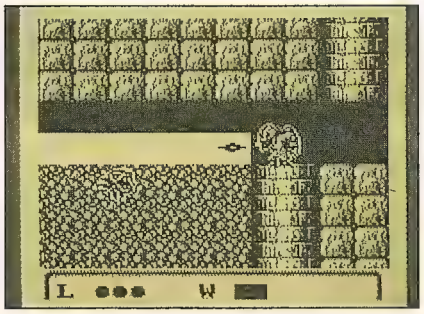


Feed me! The gargoyle-eating plant has its eye on Firebrand.

Special Tip: From overview areas you can find entrances to several secret combat zones. If you enter a zone, you have to fight your way out. But before you start fighting, spend some time getting to know the creature you meet. Talk to him, and you may find he (or it) is a friend with secret information for you.



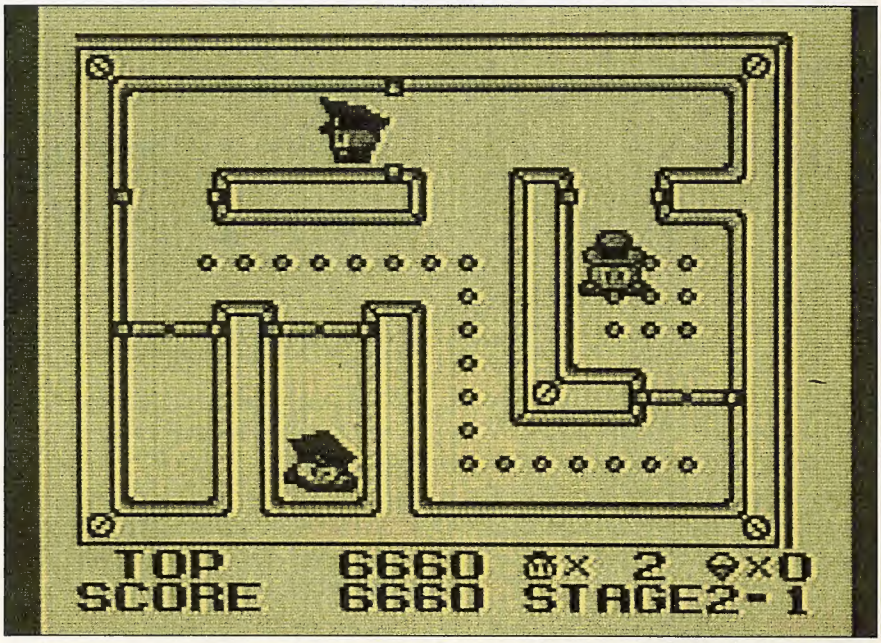
There is something nasty hidden in this swamp. Firebrand should travel along the ceiling here.



LOCK N' CHASE

This game is a puzzle that once you start playing you just can't put down. You play the role of a clever thief trying to pull off the diamond heist of the century. The cops are in hot pursuit as you race around the corridors and alleys of a six-level maze, gobbling up coins. The men in blue start out dumb and slow, but they get quicker and smarter as the game goes on.

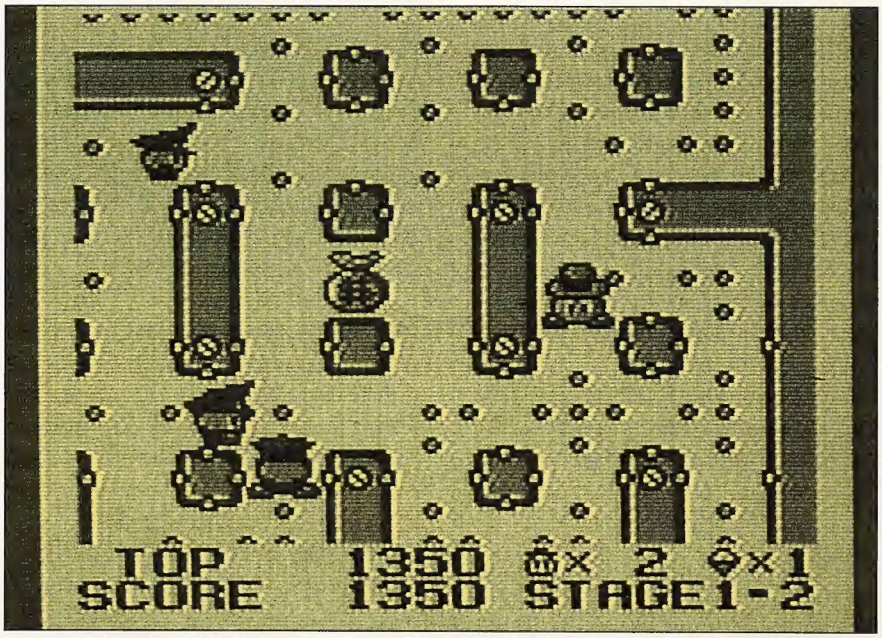
You can put up barriers in the maze to stop the cops. In this screen a cop is locked in a permanent dead end. No more than two barriers are permitted in each stage. You must collect all the coins that are scattered in the maze. From time to time, you will find money bags. Grab one to freeze the police in their tracks for a few seconds; this allows you to make an escape or grab a few coins. Spinning Diamonds bestow momentary invincibility, and every diamond gives you a chance to play the Bonus Round Slot Machine at the end of each stage.



When you are in one of the larger puzzles, press the "Start" button to freeze the game. Then use the arrow keys to move your view from one section to another.

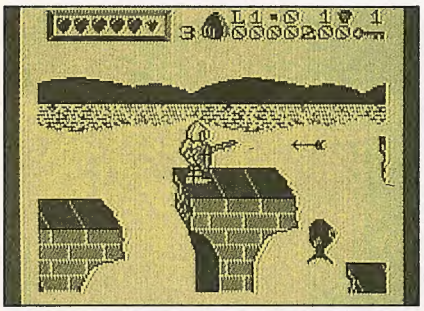
Special Tip: **Leave sleeping policemen alone.**

Special Tip: **When the game is over, you go back to the title screen. To start over at the beginning of the game, press the "Start" button. To resume play at the beginning of the level where you were when the game ended, press the "Select" button and then press the "Start" button.**



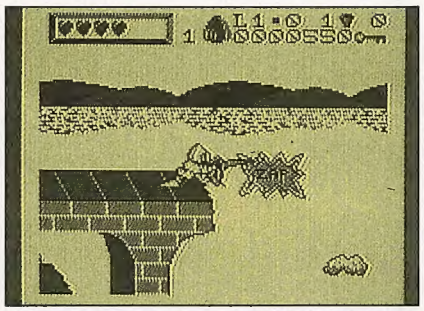
WIZARDS AND WARRIORS X: FORTRESS OF FEAR

You are the brave warrior Kuros, armed with the formidable IronSword. You are the only hero ever to have successfully challenged the evil powers of Malkil. Are you ready to face the Fortress of Fear? Don't say yes too quickly: There are giant bloodsucking bats, vicious snapping serpents, and flaming lizards. You have to vault gaping chasms, hop onto passing clouds, and duck oncoming arrows. And finally there is Malkil himself.



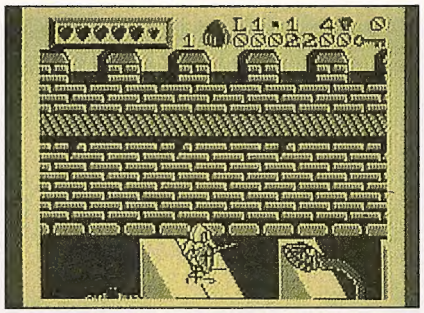
Right from the start, this game challenges you. Jump up to avoid the oncoming arrow. In some places you can duck under weapons or attackers, but the arrow is too low here.

Hot Tip: Even though you face right, you want to start your quest by heading left. First, take a short detour right, jump the first chasm and then jump back to the left onto the upper level of the ruins. Heading to the left, take a giant leap into space at the edge of the ruin. You land on a lower ledge. From here you have to land on the rising and falling cloud just barely in sight to the left. Jump off the cloud at the top of its arc and land on the next ledge, where the first key to the treasure chests is hidden. Work your way back to the right to the point where you started and continue to the right.



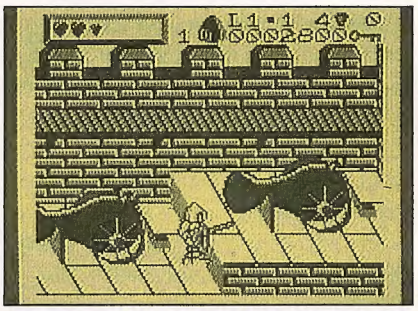
Move to the edge of the ruins and use your sword to spear a big fish.

Hot Tip: Use the upper levels of two-story ruins as launching pads when you have to get across wide chasms.

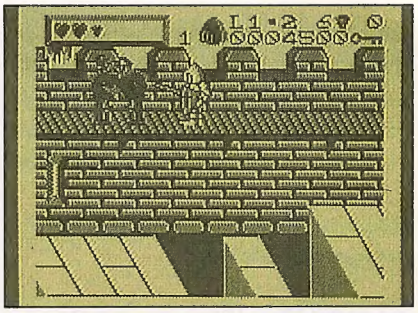


This nasty multiheaded serpent comes out of the moat. You might be able to fight it, but flight is a better choice. Jump over the snapping heads.

Hot Tip: Some jumps are impossible until you find and wear a pair of jumping boots.



Here you are attacked by bats and bombarded with cannonballs. Take care of the bats while you watch the regular timing of the cannons.



Malkil's guards are tough, so use the Spell of Invincibility.

Special Tip: To land inside the giant skull, wait until the mouth is closed and then jump. The mouth reopens while you are in midair.

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